

WARHAMMER

40,000



COMPILATION

Eldar Armies, Genestealer Forces And Rules Features Compiled From White Dwarf Magazine



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WARHAMMER 40,000[®] COMPILATION



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IMPERIAL

The image features a dark, grainy background filled with numerous small, bright white dots representing stars. The stars are scattered across the entire frame, with some appearing as distinct points of light and others as soft, out-of-focus blurs. At the top of the image, the word "IMPERIAL" is written in a large, bold, white, sans-serif font. The letters are thick and blocky, with a slightly distressed or hand-painted appearance. The overall composition is minimalist, focusing on the contrast between the bright text and the starry background.

GREY KNIGHT TERMINATOR SQUADS

by Rick Priestley and Paul Murphy

The Grey Knight Chapter of the Legiones Astartes serves as the fighting arm of the Ordo Malleus, the secret Daemon-hunting elite of the Inquisition. This article describes the Chapter's Terminator Squads and their fearsome Nemesis Force Weapon.

Alone of all the Marine Chapters, the Grey Knights possess full knowledge of the terror of Chaos. Designated Chapter 666, they are the Chamber Militant of the Ordo Malleus, and the Grand Master of the Grey Knights is traditionally a member of the Inquisition. The Knights are among the most faithful of the Emperor's servants, fully the match of the Inquisition in their zeal to defeat those who would overthrow the Imperium and steal the souls of Mankind. Their bodies are rigorously trained to withstand great pain and fear. Their minds are disciplined by the thousand rituals of detestation to face the worst horrors of the warp without flinching. And their hearts are strengthened by the Emperor's faith.



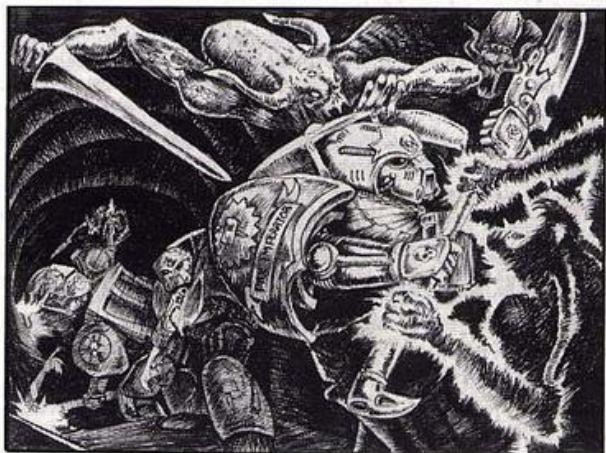
Grey Knight Marines are specially screened to exclude all but the strongest and most resilient psykers. Most Knights have no psychic ability at all, and thus are relatively safe from daemonic possession. Some, however, are extremely potent psykers, judged strong and pure enough to pit their powers against creatures from the warp. Equipped with Nemesis Force Weapons and protected by Tactical Dreadnought Armour, these elite warriors can hope to oppose even the Greater Daemons of Chaos.

The Grey Knight psykers are trained to work in small, extremely mobile strike forces, typically in squads of five men each. These squads, and the necessary support and transport units, are deployed at strategic locations throughout the Imperium, ready to move rapidly to any planet facing daemonic invasion.

Grey Knight Terminator Squads may be stationed in the field for decades at a time. And though to many the Chapter's homeworld is but a distant memory, it is every Knight's most cherished wish is to be buried in the chapel beneath the beloved fortress-monastery.

The creatures of the warp have but one trait with which you need concern yourself - their undying contempt for the Emperor. It is your task to quell the rebellion they preach, and the only sure way is to destroy them utterly.

attributed to Quallak Sboran, Inquisitor



● GREY KNIGHT TERMINATOR ARMOUR

The Grey Knights' Terminator suits are highly ornamented. They are heavily embossed, in an almost baroque style, with the standard Terminator symbol on the left shoulder and right knee, and the Grey Knights' distinctive badge (a sword through a tome) on the right shoulder and left knee. Each Knight goes into combat with a copy of the Chapter's sacred book of battle rituals, the *Libra Daemonicus*, in a special ceramite case on his breastplate. Purity seals are prominently displayed on his legs and thighs, signs that he is uncontaminated by the slightest taint of Chaos.



Each suit is equipped with a *psychic hood*, similar to those on the Aegis suits worn by Librarian Marines. The hoods offer the Knights excellent protection against psychic attack: treat every *psi point* the Marine spends in augmenting his *psychic saving throw* as 2 points (so a Knight who expends 3 *psi points* increases his **WP** by +6 for that *saving throw*).

● THE NEMESIS WEAPON

The *Nemesis Force Weapon* is the standard armament of the Grey Knight Terminator Squads. This halberd-like weapon is a more sophisticated and powerful version of the force sword. Each *Nemesis* is uniquely built to match the psychic field of its bearer, enhancing his hand-to-hand combat abilities far beyond those of an ordinary Marine. In addition, the *Nemesis* contains a compact bolter, cunningly built into the haft of the weapon.

CLOSE COMBAT

The *Nemesis* is a highly effective close combat weapon. It has the same abilities as a force sword - that is, the wielder can expend *psi points* to increase the effectiveness of a successful hit. For each *psi point* expended, the *Strength* of the hit is increased by +1 point, and the target's *saving throw* is reduced by -1 point. Thus, for example, a Grey Knight with S 4 can spend 3 *psi points* to give his *Nemesis* a S 7 attack and -3 *saving throw* modifier.

PSI-POINT STORAGE

The *Nemesis* also has the ability to store psychic power, acting as a psychic 'battery' from which the wielder can draw *psi points* to supplement his own during combat. At the start of a battle, a *Nemesis* has 2D6 *psi points* stored (this is in addition to the Grey Knights' own *psi points*).

PSYCHIC BLAST

The *Nemesis* can be used as a focus for a *Psychic Blast* - a single blast of mental energy with a range of 12". The attack releases *all* of the psyker's remaining *psi points* and

every *psi point* stored in the weapon, reducing both scores to zero. The *Strength* of the attack is equal to the number of *psi points* used, up to a maximum of 10. The target is hit automatically, with no *psychic saving throw*, and its standard *saving throw* is reduced by -1 for every *psi point* used in the attack.

A successful *Psychic Blast* attack causes 2D6 *Wounds*.

Though exceedingly powerful, the *Psychic Blast* is a weapon of last resort. The mental strain of launching the *Blast* is tremendous, and afflicts the Knight with severe mental agony. After the attack, the controlling player must roll a D6: on a roll of 5 or 6, the Knight is completely disorientated by the pain - he immediately staggers D6" in a random direction.

The disorientated Knight continues to stagger D6" in a random direction during subsequent *movement phases*, until the controlling player rolls a 1 when determining the distance the Knight moves. On a roll of 1, the Knight overcomes the agony and may move normally for the rest of the game. While afflicted with pain, the Grey Knight fights as normal.

CONVENTIONAL WEAPONRY

The *Nemesis* incorporates a short-range, limited-ammunition bolter in the weapon's haft. As technological attacks have full effect against daemonic creatures, this gives the Knight important ranged combat capabilities against the forces of Chaos. The bolter holds 3 bolts, which can be fired individually or all at once, with a range of 4" and no modifiers to *hit*.

The bolter can be fired in close combat (*in addition* to any other close combat attacks), but counts as a normal bolter in all other respects. When the Marine uses the bolter, the controlling player must declare how many bolts are being fired, and he must keep a record of bolt expenditure.



Chubb, Secretary to the Governor, was not a happy man. None of his training in planetary organisation had prepared him for this - acting as intermediary between the Governor-General of Gbinga and an army of blood-crazed Cultists, a number of whom were at this moment besieging the Imperial Residency. Warily, Chubb made his report to the Governor. "They refuse to negotiate over the comm unit. They demand entry into the audience chamber, where they will dictate terms of surrender."

Completely engrossed with picking a bit of lint off his immaculate tunic, the Governor didn't appear to hear him. Chubb cleared his throat loudly a few times.

"Yes, yes, no need to go on - I'm not deaf, you know."

The Governor didn't seem to be taking the situation all that seriously. Chubb was confused. The Guard Commander had said that the Residency would probably fall this afternoon, and that the only reinforcements due before then were five Marines. What possible difference could five Marines make? He asked the Governor for instructions.

"Well, if they insist upon coming in, you'd better let them in, hadn't you? Why must I do all the thinking around here?"

Convinced that the Governor was completely mad, Chubb fled. He reported the orders to the Guard Commander, who, without blinking, passed them on to the men at the front gates. Entirely bewildered, Chubb wandered back to his office, preparing to die as he lived - behind his desk, surrounded by his beloved paperwork.

But it was not to be. The Governor summoned him to the audience hall to record the negotiations. Thus, he found himself in the last place in the world he wanted to be - standing next to a mad Governor, watching the arrival of the Cultists' leaders.

There were eleven of them. Ten were dressed for war, heavily armed and wearing full battle-armor covered with strange symbols. The eleventh was extremely large and completely encased in a voluminous black robe. A horrible stench came from within the robe, and the thing's tongue whipped out from time to time, as if testing the air. It made Chubb sick to look at it - he suspected that if he ever saw what was beneath the robe, he too would go quite mad.

One of the ten warriors was the creature Chubb had talked to on the comm unit. Obviously the leader of the force, an incredibly ugly Abhuman with the face of a pig, he strode forward until he was within a few feet of the Governor. The Governor regarded him with distaste.

"I understand that you, ahem, sir, wish to discuss terms for surrender. Well, I'm afraid that it is, ah, Imperial policy to demand unconditional surrender - particularly with those of your, er, dubious social standing."

The Cultists stiffened, an angry hiss coming from the monster in the robe, and Pig-face fairly bristled with fury. "By the bloody teeth of Kborne, do not dare to mock us! We have you by the throat, scum, and you know it! It is you who must surrender to us - or you will all die in a fashion more horrible than you can possibly imagine!"

Chubb, who had a very vivid imagination, almost fainted. The Governor tittered. "Oh dear. There seems to have been some kind of misunderstanding. Quite amusing, in its own way - you thinking we were going to surrender, us thinking you - my, my, my! Ah, well, these things happen. I guess we have nothing further to talk about, then, do we? Chubb, please show these gentlemen to the door."

Chubb goggled. This went beyond madness. This was suicide. The Cultists' leader, who appeared to be as astonished as he was, suddenly barked an order and the warriors pointed their weapons at the Governor.

"My dear sir, you don't think I would be so foolish as to agree to a meeting with you undefended, do you?" He waved a hand airily, and two dozen Guardsmen appeared at the balcony surrounding the chamber.

Pig-face stared at them for a moment, then laughed. He barked another order, and the creature within the robe hissed a reply. Slowly, almost theatrically, two huge twisted parodies of hands emerged from the voluminous sleeves of the robe and untied the belt. Everyone in the hall was frozen - even the Cultists appeared to be terrified. At last the belt was undone, and the creature slowly shrugged off the robe.

The creature was even more horrible than Chubb had imagined. Covered with bright, almost fluorescent, red fur, wearing red and black armour, a huge whip and axe at its belt, it had a face like a horned dog and bestial legs ending in clawed hooves. From its back hung two bat-like wings. It stood there for a moment, looking around slowly, and smiled. An infinitely dangerous smile - a smile anticipating bloodshed.

With shouts of terror and dismay, the Imperial Guardsmen dropped their weapons and fled. Chubb's legs gave way completely, and he crumpled to the floor. To his credit, though pale and shaking, the

Governor stayed where he was. Through a haze of fear, Chubb heard him murmur, "A Bloodthirster. We are honoured."

The Thirster looked at him and licked his lips. "My kill," he said in a voice like gravel dropped on an empty coffin, and moved towards the Governor, plucking whip and axe from his belt. The axe moaned as it was freed.

"Perhaps you had better discuss that with those gentlemen first, sir." There was no mockery in the Governor's voice - Chubb couldn't imagine anyone daring to mock this creature. The Governor nodded at the far side of the hall. It was completely empty. Then, suddenly, there was a shimmer of light, a soundless rush of air - and five men stood there.

The Marines - Chubb guessed that they were the reinforcements who arrived this afternoon - wore Terminator Armour, grey in colour, and covered with intricate embossing. They carried strange weapons, long balberds with glowing axeheads upon them. They faced the Bloodthirster without fear.

The Daemon snarled a cry of recognition - and, Chubb would almost swear, happiness. "Worthy meat!" it bellowed, raising its axe and whip, and rushing towards the men in armour. They met its charge unflinchingly, black Daemon Weapon and glowing balberds screaming through the air in a dance of power and fury. One of the Marines pointed at the Daemon and roared strange words - and the Daemon reeled back, clutching its head and screaming in pain.

But the Bloodthirster was strong. Recovering before the Marines could press their advantage, it counterattacked savagely. With astonishing quickness, the Daemon disengaged from the Marines it was facing and hurled itself at the Marine who had hurt it - appearing to be somewhat dazed by the ferocity of his own attack, the Marine had stumbled off to one side, away from the protection of his fellows.

Lashing out with its whip and entangling the Marine's weapon, the Daemon slammed its axe down onto the Marine's head - the axe sheared through the Terminator Armour as if it were butter, cleaving the Marine from neck to breastplate. Clutching futilely at the weapon buried in his chest, the Marine crumpled to the ground.

While the Daemon was wrenching its weapon from the body of the dead Marine, another Marine slipped around behind it and slashed a line of white fire across its undefended back. Black ichor dripped smoking onto the floor, and the Daemon's screams shook the building to its foundation.

Pig-face and the other warriors had been paralysed with surprise by the Marines' arrival, but the sight of the Daemon's wound brought them out of their shock and into a frenzy of anger and bloodlust. With bellows of rage they rushed to support the Daemon - and two Marines cut them down with almost contemptuous ease. This fight was between the Daemon and the Marines.

"I think we had better take our leave." The Governor helped Chubb to his feet, bolts of energy blasting the air around them, and the two stumbled through a door. As shame-faced Imperial Guards hustled the men away, Chubb babbled a question to the Governor.

"Space Marines. Grey Knights, to be precise. They were our reinforcements."

"But, but, who are the Grey Knights?" Chubb could barely speak, even now.

"Who are they? They fight creatures like the one in there. Beyond that, my dear boy, I think you would be much better off not knowing anything. In fact," the Governor looked at Chubb strangely, "I am very much afraid that you know too much already. Knowledge can be very dangerous..."

But Chubb wasn't listening. "Why the parley? Why didn't the Marines use their teleports to hit that, that thing, before it got inside?"

The Governor sighed. "It was too much of a risk. There were only five Knights, and one unfortunate accident could have killed them all. So we had to find a way to bring the Daemon to a place where the Knights could fight it. This was the obvious solution."

An explosion rocked the building. Dust and mortar filled the hallway. The Governor looked disgusted. "Tsk. Look at this tunic! It's filthy! Would you be so kind as to get me another one from my dressing room, Chubb?"

Grateful at last to have orders that he fully understood, Chubb willingly complied. Behind him, the Governor shook his head sadly. The boy had been a useful foil - excellent at making the enemy think them all foolish, weak and stupid.

It was unfortunate that he had witnessed the scene in the reception hall - an unforgivable mistake on the Governor's part. Chubb wasn't to blame, but that changed things not one iota. He had told Chubb the truth - knowledge is dangerous - and Chubb simply knew too much...

● ARMY LIST ADDITIONS

The following army list boxes should be added to the Grey Knights section of the Ordo Malleus army list in *Slaves to Darkness*.

0-1 GREY KNIGHT TERMINATOR CAPTAIN

Champion 300 Hero 450 Major Hero 600

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	6	6	4	3	1	6	1	9	9	9	9
HERO	4	7	7	4	4	2	7	2	10	10	10	10
MAJOR HERO	4	7	7	4	4	3	7	3	10	10	10	10



BASIC EQUIPMENT

TACTICAL DREADNOUGHT ARMOUR NEMESIS FORCE WEAPON

PSYCHIC POWERS

Mastery Level 4 Psi-level 12D6 psi-points Abilities 4D6
Psychic abilities are determined randomly. Roll a D4 for level and a D10 for each ability. If a duplicate ability is rolled, choose any of the listed abilities from that level as a replacement.

D10	Level 1	D10	Level 2
1	Aura of Resistance	1	Aura of Protection
2	Cure Injury	2	Ectoplasmic Mist
3	Hammerhand	3	Jinx
4	Immunity from Poison	4	Mental Bolt
5	Mental Blow	5	Rally
6	Steal Mind	6	Sense Presence
7	Telekinesis 1	7	Smash
8	Telepathy 1	8	Telekinesis 2
9	Teleport 1	9	Telepathy 2
10	Wind Blast	10	Teleport 2
D10	Level 3	D10	Level 4
1	Aura of Recalcitrance	1	Aura of Invulnerability
2	Animate Weapon	2	Change Allegiance
3	Cause Confusion	3	Cure Wounds
4	Cause Fear	4	Limbo
5	Destroy Aura	5	Mental Blast
6	Mental Blitz	6	Stasis
7	Rout	7	Strength of Mind
8	Telekinesis 3	8	Telekinesis 4
9	Telepathy 3	9	Telepathy 4
10	Transfer Aura	10	Temporal Distort

0-4 GREY KNIGHT TERMINATOR TACTICAL SQUADS at 1200 pts per Squad 1 SERGEANT AND 4 MARINES

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GREY KNIGHT	4	5	5	4	3	1	5	1	9	9	9	9
SERGEANT	4	5	5	4	3	1	5	1	9	9	9	9



BASIC EQUIPMENT

TACTICAL
DREADNOUGHT ARMOUR

NEMESIS FORCE WEAPON

PSYCHIC POWERS

Mastery Level 4

Psi-level 12D6 psi-points Abilities 4D6

Psychic abilities are determined randomly. Roll a D4 for level and a D10 for each ability. If a duplicate ability is rolled, choose any of the listed abilities from that level as a replacement.

D10	Level 1	D10	Level 2
1	Aura of Resistance	1	Aura of Protection
2	Cure Injury	2	Ectoplasmic Mist
3	Hammerhand	3	Jinx
4	Immunity from Poison	4	Mental Bolt
5	Mental Blow	5	Rally
6	Steal Mind	6	Sense Presence
7	Telekinesis 1	7	Smash
8	Telepathy 1	8	Telekinesis 2
9	Teleport 1	9	Telepathy 2
10	Wind Blast	10	Teleport 2
D10	Level 3	D10	Level 4
1	Aura of Recalcitrance	1	Aura of Invulnerability
2	Animate Weapon	2	Change Allegiance
3	Cause Confusion	3	Cure Wounds
4	Cause Fear	4	Limbo
5	Destroy Aura	5	Mental Blast
6	Mental Blitz	6	Stasis
7	Rout	7	Strength of Mind
8	Telekinesis 3	8	Telekinesis 4
9	Telepathy 3	9	Telepathy 4
10	Transfer Aura	10	Temporal Distort



● CYCLONE

TERMINATOR MISSILE-LAUNCHER FOR WARHAMMER 40,000

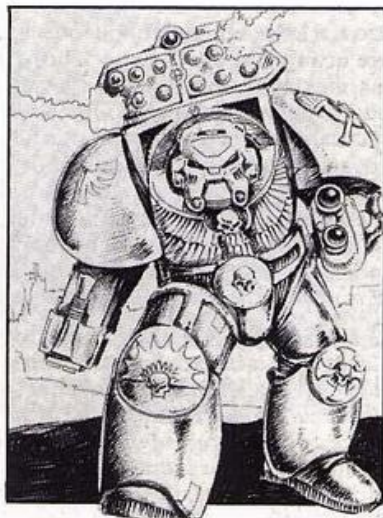
By Rick Priestley

Among the heavy weapons available to Terminator Squads is the *Cyclone* or *Terminator Support Missile-Launcher*, capable of firing devastating salvos of up to a dozen laser-guided super-crack missiles.

The bulk of Tactical Dreadnought Armour is such that many conventional heavy weapons can be carried only with extreme difficulty. For the same reason, normal in-line-of-sight video interface targeters cannot be used effectively. As an elite force, intended to undertake the toughest and most dangerous missions in the depths of space and on the most hazardous battlefields, Terminator Squads need a range of support weapons. Various weapons have been created by the Techpriests of the Adeptus Mechanicus to provide additional fire power without affecting mobility or compromising accuracy.

The Terminator Support Missile-Launcher, known to Marines as the *Cyclone*, is ideally suited to this purpose. Developed from salvo-firing ship-to-ship short-range killer missiles, the system would be equally at home mounted in the turret of an Imperial battle cruiser. It is loaded with 12 super-crack missiles, each primed for maximum concentration of fire effect. These can be fired singly or as a massive salvo of flaming destruction.

A Marine armed with the Cyclone Missile System also carries a storm bolter in his right hand.



DAVE GALLAGHER

● CYCLONE SPECIAL RULES

Range		Shooting to Hit		Save		Type			
Short	Long	Short	Long	STR	DAM	Mod	C	H	S
0-20	20-72	+1	+1	8	D10	-6			

See Rules

- The Cyclone is built into the Marine's Tactical Dreadnought Armour and any weight or imbalance is compensated by attitude sensors, gyroscopic stabilisers and suspensors. As a consequence the Cyclone does not count as either heavy or as a slow weapon.

- The Cyclone guidance system is linked to the laser guider operated by the Marine's left hand. The laser guider shoots a thin beam of light towards the target, visible via the Marine's head-up holographic display. The laser guider is also used to trigger the weapon.

The Marine may fire either one or a salvo of missiles and use the guider to direct the missiles to their target. The +1 on the *to hit* modifiers is due to the effects of the guider, which also makes the system as accurate at long as at short range. When using the laser guider, the Marine is unable to fire the storm bolter in his right hand.

- The Marine may choose to ignore the guider system and just fire missiles over open sights. In this case the Marine is free to fire a weapon in his right hand without any penalty. The model may therefore shoot twice, once with the Cyclone and once with his other weapon. However, when firing in this way the laser guider cannot be used and the +1 *to hit* bonus does not apply.

- The Cyclone may fire a single missile. A single missile has no radius of effect - the missile it focused to cause maximum penetrative damage against a single target.

- The Cyclone may, instead of firing a single missile, fire all of its remaining missiles to produce a saturation effect of fire and devastation. This is called a *salvo*. A Marine must have at least 2 missiles left to fire a salvo.

A salvo is worked out as follows. Roll for initial deviation as normal and position an area template with a radius of $\frac{1}{2}$ " for every missile in the salvo. Once the template is in position, every target within the template is automatically hit. *Strength*, *damage* and *save* modifiers are as given above. No separate *to hit* roll is necessary.

- The Cyclone is loaded with 12 missiles. The player must record how many missiles have been fired. The Cyclone is loaded and armed prior to battle, and cannot be loaded by the operator. This means that once the Marine has fired 12 shots he cannot fire the Cyclone again.

- If a Marine equipped with a Cyclone is hit by enemy fire there is a chance that his entire stock of missiles will be accidentally fired in a single salvo. Roll 2D6; if the score is 11 or 12 the Cyclone immediately activates - roll on the *Catastrophic Launch Table*.

Catastrophic Launch Table

D6 Result

- All missiles explode immediately! The Marine is torn apart in a spectacular pyrotechnic display. Place the $\frac{1}{2}$ " template on the Marine and work out hits on other targets in the area. Each target receives one hit per remaining missile.
- All missiles launch simultaneously as a single salvo, guided to their target by the random position of the laser-guider in the Marine's left hand. The missiles hit the nearest possible target within a 90° fire arc of the Marine's front.
- All missiles launch simultaneously as a single salvo, guided to their target by the random position of the laser-guider in the Marine's left hand. The missiles hit the furthest possible target within a 90° fire arc of the Marine's front and within range. The missiles pass over closer targets without exploding.
- All remaining missiles launch simultaneously in a single unguided salvo. Without the benefit of the missile's laser-guider the salvo is fired straight ahead and lands D6 x D10" immediately in front of the Marine.
- All remaining missiles launch simultaneously in a single unguided salvo. The salvo veers around the table without the benefit of direction, its guidance system completely non-functional. Move the missiles 2D6" straight ahead of the Terminator. If a target lies in the missiles' path the salvo will hit it and explode, otherwise the missiles will change direction randomly (roll D12 for direction) and travel a further 2D6". The missiles continue to veer around in this way until they leave the table or hit something.
- The Marine's gyroscopic stabilisers which counterbalance the Cyclone system malfunction and he is spun round and round whilst firing missiles in random directions. The remaining missiles fire off one at a time. For each missile in turn, determine a random direction (D12). The missile will hit the first target within 1" of a direct line drawn in the relevant direction. As each missile is fired the Marine is jarred into a new position to fire the next.

Except with result 1 (which kills the Marine), once all the missiles have been fired the system shuts down and the Marine may continue normally.

Army List

The following addition should be made to the Options in the Terminator Tactical Squad box:

REPLACE AT 50 POINTS PER SQUAD

ITEM TO BE REPLACED
Heavy Flamer

REPLACEMENT
Cyclone Missile System

THUNDER AND LIGHTNING

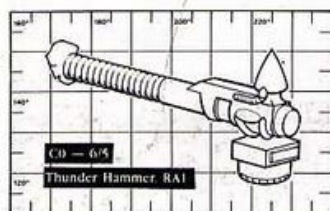
TERMINATOR CLOSE ASSAULT WEAPONS FOR WARHAMMER 40,000

Every Space Marine Chapter has, amongst its members, several trained to use the heavy exo-armour known as Tactical Dreadnought Armour or Terminator Armour. These are always the most experienced and toughest of the Marines in the Chapter; those few veterans whose courage and loyalty is beyond doubt. Even when wearing the standard power armour of Marines they are dangerous adversaries who can take on and destroy many times their own number of battle-hardened troops. Fully-dressed in the ancestral Terminator Armour of their Chapter they rise to a new level of battlefield supremacy, a level where monstrous tanks are but the playthings of a child, and where Terminators, Daemons and gods stalk as equals.

The number of Terminator suits varies from Chapter to Chapter: some have more suits than others and some are more expert in their use. The development of specific Terminator Squad tactics has led to the parallel development of weapon variants, of which two are discussed here: the Thunder Hammer and Lightning Claw. Although very different weapons, they are both designed to break open heavily armoured targets in hand-to-hand combat.

The army list boxes for Terminator Close Assault Squads and Captains should be added to the Space Marine Army list.

Thunder Hammer



The Thunder Hammer is built around a power generator rather like a power axe, sword or glove. In this case the generator is triggered to energise only at the instant of contact, thus enabling it to conserve

energy while delivering a particularly effective blow. As the hammer is brought down upon the target, a blue energy field explodes with an almighty crack, knocking a smoking hole in the enemy while blue sparks crackle and leap about the ruined armour. The Thunder Hammer is often combined with the type of power shield known as a Storm Shield.

Close Combat Weapon	Strength	Damage	Save Modifier
Thunder Hammer	Special	D6	-5

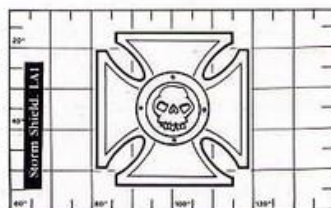
If the Thunder Hammer hits its target it will automatically affect it: there is no need to make a *Strength/Toughness* roll and for this reason the weapon has no *Strength* value. The weapon normally causes D6 points of Damage or D6 Wounds against any target it hits.

The save modifier of -5 on the opponent's saving roll means that no save will be possible, except for field-type armours which are unaffected by save modifiers, and Terminator Armour which always has a minimum save of 6, regardless of modifiers.

The Thunder Hammer may be adjusted to release its entire power charge when it hits. This is a last ditch measure, as

the resulting explosion is likely to destroy the wielder of the weapon as well as the target. The amount of damage caused to the target is increased from D6 to D6xD6. In addition a 1" radius marker is placed directly over the target - any model within it is automatically hit as if by the Thunder Hammer in normal combat, sustaining D6 damage with a save of -5. The explosion leaves a 1" radius crater beneath the blast area. The hammer is destroyed by the explosion even if the wielder is fortunate enough to survive.

Storm Shield

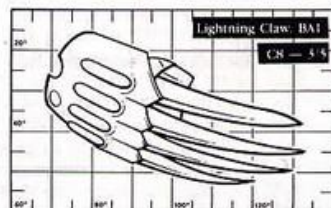


The Storm Shield is a special power shield designed to be carried by Terminators. It is shaped like a cross and draws its energy from generators inside the Terminator's armoured suit. It flickers with a constant blue light

which flashes and spits fluorescent blue fire when the shield is struck. Because of the constant hum of the generators, crackle of electrical discharge, and resulting smell of ozone, the shield was named the Storm Shield.

A Storm Shield confers an additional saving throw of 6 against shooting damage, and 5-6 against hand-to-hand damage. Because Terminators already have a save of 2 or better, the save from the shield should be taken only if the Terminator Armour is penetrated. Since Storm Shields are based around a power field type of defence, saving modifiers do not apply: this is their greatest advantage.

Lightning Claw



This fierce slashing weapon is worn in pairs, one on each hand, doubling the ferocity of its attack. It is a difficult weapon to master and its devotees prefer an individual style of fighting. The weapon

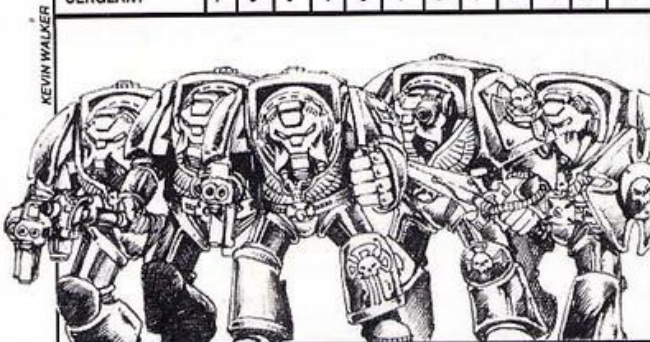
consists of long slashing blades very much like the long claws of a primeval cat. However, like other power weapons, these claws are sheathed in a deadly energy. As the razor sharp knife edges are drawn across armour they hook into it and tear it away, exposing the soft flesh and inner workings to further assault.

Close Combat Weapon	Strength	Damage	Save Modifier
Lightning Claw	8	D3	-5

As Lightning Claws are worn in pairs, the number of attacks is doubled: the model makes its normal number of attacks with each hand. Troops equipped with Lightning Claws are deadly in hand-to-hand combat, especially in the case of heroes who have more than 1 Attack.

0-2 TERMINATOR CLOSE ASSAULT SQUADS
at 450 Points per Squad
1 Sergeant and 4 Marines

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARINE	4	5	5	4	3	1	5	1	8	8	8	8
SERGEANT	4	5	5	4	3	1	5	1	8	8	8	8



BASIC EQUIPMENT

TERMINATOR TACTICAL DREADNOUGHT ARMOUR

STANDARD EQUIPMENT

SERGEANT	STORM BOLTER POWER SWORD
4 MARINES	STORM BOLTER POWER GLOVE

OPTIONS

REPLACE AT POINTS COST INDICATED

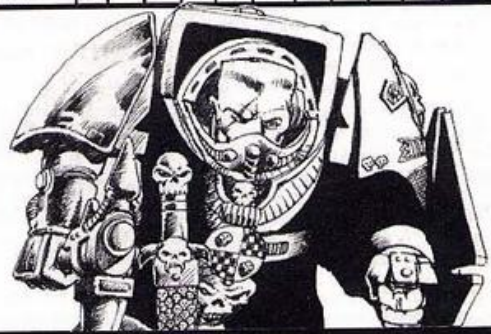
ITEM TO BE REPLACED	REPLACEMENT	COST
ENTIRE STANDARD EQUIPMENT	THUNDER HAMMER AND STORM SHIELD	NOTHING
ENTIRE STANDARD EQUIPMENT	LIGHTNING CLAWS	NOTHING

UPGRADE ENTIRE SQUAD

ITEM TO BE ADDED	COST
GRENADE HARNESS (FRAG OR CRACK)	50

0-1 TERMINATOR CAPTAIN
Champion 100 Hero 150 Major Hero 200

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	6	6	4	3	1	6	1	8	8	8	8
HERO	4	7	7	4	4	3 ²	7	3 ²	9	9	8	9
MAJOR HERO	4	7	7	4	4	3	7	3	9	9	8	9



BASIC EQUIPMENT

TERMINATOR TACTICAL DREADNOUGHT ARMOUR

STANDARD EQUIPMENT

STORM BOLTER
POWER GLOVE WITH GRENADE LAUNCHER
(FRAG OR CRACK GRENADES)
POWER SWORD

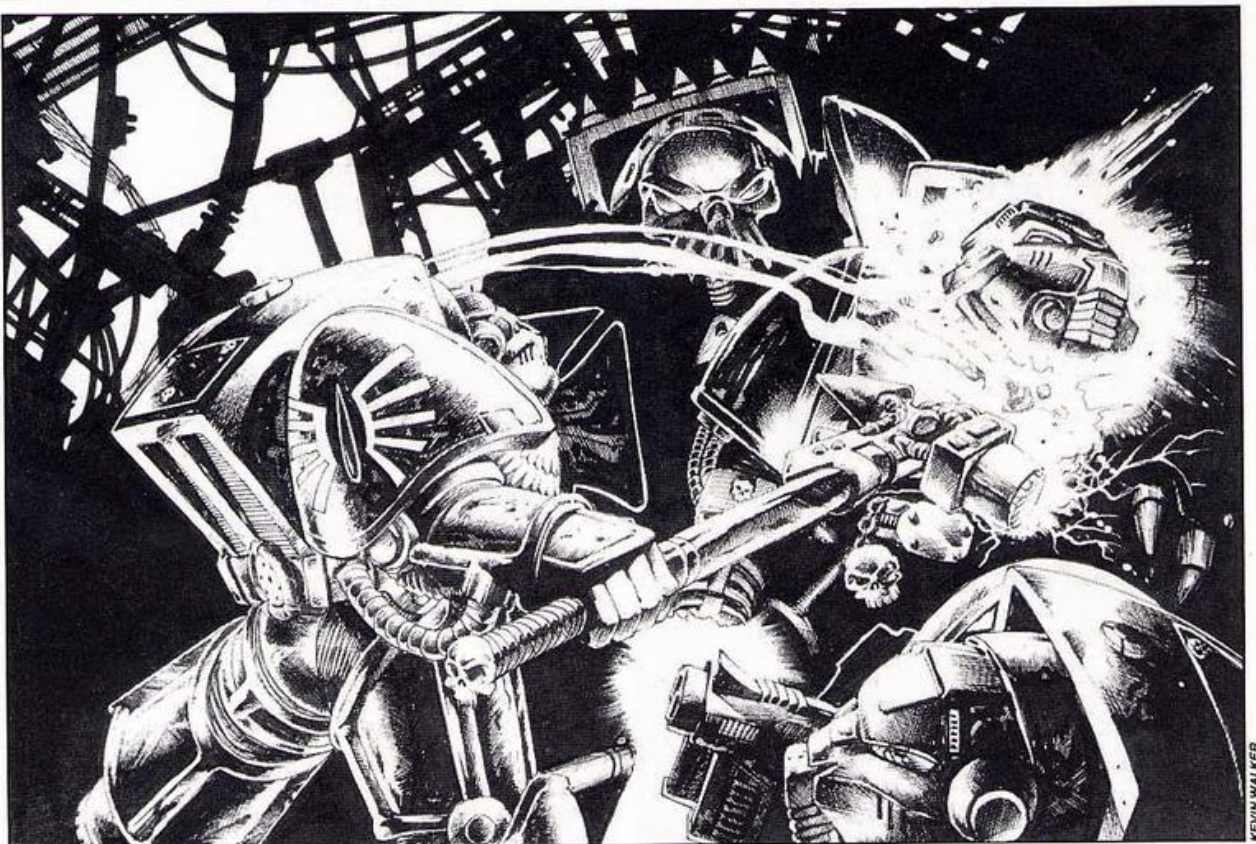
OPTIONS

REPLACE AT POINTS COST INDICATED

ITEM TO BE REPLACED	REPLACEMENT	COST
ENTIRE STANDARD EQUIPMENT	THUNDER HAMMER AND STORM SHIELD	NOTHING
ENTIRE STANDARD EQUIPMENT	LIGHTNING CLAWS	NOTHING

UPGRADE CAPTAIN

ITEM TO BE ADDED	COST
REFRACTOR FIELD	60



TRAITOR TERMINATORS

TRAITOR MARINES IN TACTICAL DREADNOUGHT ARMOUR FOR WARHAMMER 40,000

Of all the galaxy's warriors none are so revered as the Adeptus Astartes - the Space Marines. And of all the Space Marines none are held in such awe as the Terminators, for they are the best of each Space Marine Chapter and Mankind's ultimate fighting men. A Terminator stands to a ordinary man as a mighty battleship to a mere rowboat; and just as a naval battle between such unmatched opponents would be unthinkable so would an engagement between a Terminator and a lesser warrior. Indeed, they were originally fashioned for more arduous conflict, for battling the most dangerous of all imaginable foes: the creatures of deep space and daemonic creatures from the void of Chaos. Such warriors are the Imperium's greatest asset. Yet they are also amongst its most terrible enemies, for the Legions of Traitor Marines also preserve their own Terminators, no less deadly than those loyal to the Emperor.

During the Horus Heresy the rebel Space Marine Chapters of Warmaster Horus moved against Earth. Their inner corps drew on their Terminator Armour for the final conflict; likewise those loyal to the Emperor donned their armour in anticipation of a long and bloody fight. Although only a relatively small number of Marines were equipped in this way, their combat value so outstripped their numbers that soon Terminators from both sides were fighting in the Imperial Palace itself.

It is recorded in the Imperial annals that as the noose closed around the Emperor he put on his own Terminator suit, and with a valiant group of like-armoured heroes teleported onto the War Barge of Horus to do battle for the possession of Earth and the right to rule over the Galaxy. It is fortunate for the race of Man that it was the Emperor and

not Horus who won that battle, and the Hordes of Horus were driven finally from the world and into the depths of space to the region known as the Eye of Terror.

No mortal man now remembers the Battle of Earth and the deeds of that time are recalled only in legend. The Traitor Marines still rule in their place of exile, and though they have become as corrupt in body as in mind, they still retain much of their ancient power. The Terminators of the Traitor Legions are great Lords amongst their own kind, the nobility of a region no less infernal than hell and whose minions are in no degree less diabolic. And today, when opportunity fans the flames of hell, the Traitor Legions relive the Old Battle upon a thousand Human worlds and once again Terminator grapples Terminator to decide the fate of Mankind.



Traitor Marine Army Lists

The following army list boxes for a Traitor Terminator Squad and Traitor Terminator Captain can be added to any of the Traitor Marine army lists from *Realm of Chaos*. Note that the number of Marines in a Terminator Squad remains the same regardless of the patron Chaos Power - such is the respect for the elite status and ancient traditions of the Terminator Squads that their organisation has remained unchanged throughout the Traitor Legions.

0-4 TRAITOR TERMINATOR SQUADS at 450 Points per Squad 1 Sergeant and 4 Marines

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MARINE	5	5	4	3	1	5	1	8	8	10	8	
SERGEANT	4	5	5	4	3	1	5	1	8	8	10	8



BASIC EQUIPMENT

TERMINATOR TACTICAL DREADNOUGHT ARMOUR

STANDARD EQUIPMENT

SERGEANT	STORM BOLTER POWER SWORD
3 MARINES	STORM BOLTER POWER GLOVE
1 MARINE	STORM BOLTER CHAIN FIST

OPTIONS

REPLACE AT POINTS COST INDICATED

ITEM TO BE REPLACED	REPLACEMENT	COST
CHAINFIST (ONE MARINE PER SQUAD)	HEAVY FLAMER	NOTHING
CHAINFIST (ONE MARINE PER SQUAD)	ASSAULT CANNON	NOTHING
POWER SWORD (SERGEANT)	CHAINFIST	20
POWER GLOVE (ALL SO EQUIPPED)	CHAINFIST	50

UPGRADE ENTIRE SQUAD

ITEM TO BE ADDED	COST
REFRACTOR FIELD (ENTIRE SQUAD)	100
GRENADE HARNESS (FRAG OR CRACK)	50

0-1 TRAITOR TERMINATOR CAPTAIN Champion 100 Hero 150 Major Hero 200

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAMPION	4	6	6	4	3	1	6	1	8	8	10	8
HERO	4	7	7	4	4	2	7	2	9	9	10	9
MAJOR HERO	4	7	7	4	4	3	7	3	9	9	10	9



BASIC EQUIPMENT

TERMINATOR TACTICAL DREADNOUGHT ARMOUR

STANDARD EQUIPMENT

STORM BOLTER
POWER GLOVE WITH GRENADE LAUNCHER (FRAG OR CRACK)
POWER SWORD

OPTIONS

REPLACE AT POINTS COST INDICATED

ITEM TO BE REPLACED	REPLACEMENT	COST
POWER GLOVE AND POWER SWORD	CHAINFIST	50
ENTIRE STANDARD EQUIPMENT	LIGHTNING CLAWS	NOTHING

UPGRADE CAPTAIN

ITEM TO BE ADDED	COST
REFRACTOR FIELD	60

WARHAMMER 40,000

● COMMISSAR TRAINING SQUADS

By Nigel Stillman & Sean Masterson

The Schola Progenium teach and train orphans of Imperial Officials until they are ready to become Cadet Commissars. As such, their training continues on the galaxy's battlegrounds where they are formed into special squads. Fighting alongside Imperial Guard units, they are completely devoted servants of the Emperor whose loyalty and bravery know no bounds.

Commissar Chellik turned to the cadet. "What would you do in this situation, Frask?" Cadet Frask looked at his tutor and then to the ground, at the crouched figure of the Ogryn. Its massive humanoid frame was curled up into a foetal shape and its hands covered the creature's filthy face. It was making un-Ogrynlike whimpering noises.

Frask flinched as plasma ripped apart a bunker a little way behind them. "I would call a medic, Commissar Chellik."

The Commissar's booming voice was still difficult to hear through the gunfire. "No medic can help, Frask," he shouted. "This soldier is mortally wounded. The wounds cut into his soul. He is stricken with fear because he no longer has the terrible weapon of faith in our Emperor." Frask nodded and tried to understand the horror and pain that the Ogryn squad leader must be suffering. The rest of its squad were nowhere in sight. What, wondered Frask, had happened to the legendary bravery and faith attributed to these creatures?

The whimpering stopped. The Ogryn lowered its hands and looked up at the cadet. Frask met the creature's gaze and saw the nature of the Ogryn's need. Absolution. They held the look as Commissar Chellik's las-pistol appeared at the Ogryn's temple and fired. The Ogryn slipped to the ground and Frask shook himself. Commissar Chellik returned the weapon to its holster. "Come, Frask. We must find the rest of the squad and lead them to victory."

It is the duty of the Commissars in the Imperial Guard to maintain the highest standards of discipline and inspire the troops by their own example. They have the power of absolution in order to restore the morale of the troops at critical moments on the battlefield. Commissars are both feared and respected. They do not often need to exercise their powers because their presence among the troops is enough to instil devotion and confidence.

It is important that Commissars remain aloof from ordinary troops in the Imperial Guard. Commissars need to exercise authority over ordinary officers, often in front of the officer's own unit. The Commissar must be seen as representative of the Emperor and thus a superior authority to any officer. Furthermore, a Commissar is required to deal with troops from many different tribal and racial origins, so cannot be associated with any particular group himself. Consequently, the origins and recruitment of Commissars is of vital importance to their efficient exercise of discipline.

Devotion to the Imperial cause, sound judgement, unshakable resolve and honour are the qualities required in a Commissar. Personnel selected to become Cadet Commissars are drawn from schools run by Missionaries of the Ministorum. There are many such schools throughout the Imperium, known as Schola Progenium. Here, orphans of Imperial Officials who gave their lives in the service of the Emperor are educated by the Missionaries. They soon learn to regard the Emperor as their spiritual father and build a strong personal devotion to the Imperial cause. Their sole ambition is to serve the Imperium and Humanity in some way, and the special qualities of their education make them well suited for service in the Imperial Guard or the Inquisition as Cadet Commissars.



● CADET COMMISSARS

The Commissar-General of an Imperial Guard Regiment selects the most promising recruits from those recommended to him by the schools of the Ministorum. After basic Imperial Guard training these become Cadet Commissars and proceed to special training for their demanding responsibilities as Commissars. The best way to achieve this is for the Cadets to be instructed under battlefield conditions.

For a Cadet Commissar to learn how to function according to his vocation, he must understand the nature of the troops for whose morale and spiritual welfare he is accountable. "You cannot teach in theory what has to be practised in a storm of energy beams," was how Commissar-General Obin Heethe summed up the need for Cadet Commissars to live, fight and if necessary die alongside the troops they were supposed to inspire. For this reason, Cadet Commissars use the same standard weapon as Imperial Guardsmen, the lasgun. This training forms the basis of much of the respect accorded to Commissars by Guardsmen, for they know that only those Cadets who have shown bravery and devotion in the face of enemy fire are selected.

For an experienced Commissar, there is no greater recognition of his service to the Emperor than to be deemed worthy of instructing a new generation of Commissars.

Commissar Training Squad

The Commissar-General is the senior Commissar of the regiment with the longest service and most extensive campaign experience. He assigns Commissars to Imperial Guard officers according to his judgement of the battlefield situation or the character of the Imperial Guard Officers in question. Cadet Commissars are allocated to Commissar Training Squads by the Commissar-General of an Imperial Guard regiment. These squad members are identified by a blue uniform trim and Cadet badge.

The Commissar-General assigns one of his Commissars to take the regiment's Cadets and form a tactical unit in its own right, known as the Commissar Training Squad. The unit is made up of one Commissar and nine Cadet Commissars. The Commissar Training Squad accompanies Imperial Guard forces into battle and takes part in some of the fiercest fighting.

The training of a Cadet Commissar has no fixed duration. A Cadet qualifies as a full Commissar on the judgement of the Commissar-General. He will be awarded his Commissar status as soon as he is deemed worthy of it by his actions. This provides great inspiration to the other Cadets on the battlefield. The new Commissar can then be allocated Commissarial duties in his own right. Commissar Training Squads are highly motivated fighting units, respected by all other troops in the Imperial Guard. Any Imperial Guard force accompanied by such squads will consider itself fortunate and probably destined for victory.

When a Commissar decides that a Cadet has failed in his duty, but has not shown cowardice or insubordination, the Cadet is relieved of his position and duties. Commissar Cadets who fail their training can often get a commission in a penal battalion. Others volunteer for service in a Rogue Trader entourage. Sometimes, their destiny will be decided by the Commissar-General or Commissar under whom the ex-Cadet trained.

● COMMISSAR TRAINING SQUADS IN ACTION

The Commissar Training Squad is often deployed in the most critical zone of the battle or with the most hard-pressed detachment of the Regiment.

Qualifying as a Commissar

Players who deploy Cadet Commissars in their Imperial Guard force may check to see if any qualify as fully fledged Commissars during the action. A Cadet must accumulate 25 merit points to be deemed a full Commissar by the Commissar-General. If these are accumulated during a single battle, the Cadet can be awarded battlefield promotion. Otherwise merit points can be carried over into another game and accumulated during a series of battles.

Merit points are earned by the following actions:

Restoring the morale of a faltering unit	5 points
Slaying an enemy personality	2 points
Surviving a battle	1 point
Capturing an enemy standard or personality	3 points
Assuming command of a halted or retreating unit 1 point	
Bearing the Commissar Standard	3 points
Character judgement of Commissar-General D6 points *	

* Roll once for this at the end of the battle.

When a Cadet is promoted his qualities are sometimes tested by his appointment to different kinds of unit. Qualified Commissars are often attached to Abhuman units, Rough Rider units, Ogryn and aerial units. Those who have performed in an outstanding manner can be seconded to the Secutor regiments of Titan Orders. A Cadet Commissar who achieves battlefield promotion continues to function normally for the duration of that battle, acting as adjutant to the Commissar commanding the squad.

Commissar Standards

The Commissar Training Squad may carry a standard. This standard bears a motto chosen by the Commissar-General. The standard marks the position of the Commissar Training Squad on the battlefield. It may be borne by one of the Cadet Commissars as a test of character and must never be allowed to fall into enemy hands. It is entirely up to the player as to whether his squad carries a standard.



Using Commissar Training Squads

If an Imperial Guard force contains only one or two Commissars, it cannot include a Commissar Training Squad. If an Imperial Guard force contains more than two Commissars, one of these Commissars can be detached to a Commissar Training Squad. Therefore no points are paid for the squad's leader.

The Commissar Training Squad army list box should be added to the Imperial Guard Army list.

0-1 COMMISSAR TRAINING SQUAD at 100 points 1 COMMISSAR AND 9 CADETS

PROFILE:	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
MAJOR HERO	4	6	6	4	4	3	6	3	9	9	9	9
HERO	4	6	6	4	4	2	6	2	9	9	9	9
CHAMPION	4	5	5	4	3	1	5	1	8	8	8	8
CADET	4	4	4	3	3	1	4	1	7	7	7	7



BASIC EQUIPMENT

COMMISSAR:
LAS PISTOL CONVERSION FIELD
CADET:
LASGUN CONVERSION FIELD

OPTIONS

COMMISSAR: STANDARD EQUIPMENT
at no pts cost
LASGUN CHAINWORD
CADET: ADDITIONAL EQUIPMENT at
15 pts for whole squad
CHAINWORD

SPECIAL EQUIPMENT CHARTS

CHART	ROLLS	PTS/ROLL	CHART	ROLLS	PTS/ROLL
STANDARD			CLOSE COMBAT		
WEAPONS	0-1	3	WEAPONS	0-2	3
HEAVY WEAPONS	0-2	50	EQUIPMENT AND		
GRENADES/MISSILES	0-2	7	BIONICS	0-4	5

Senior Commissars achieve sufficient discipline of mind and strength of purpose as to put devotion to Imperial ideals above personal risk or apprehension. Their confidence tends to spread to all those in the same squad. Therefore, Commissar Training Squads are immune to all psychology effects.

Retreating Ork units returned to their battered stronghold by passing through a breach in the wall. Guard units followed up mercilessly and now intended to swarm into the stronghold by the same route. C and K Companies engaged Orkish defensive units on the flanks while the recently reinforced E Company drove straight into the heart of the remaining enemy firepower. Commissar-General TagJullen allocated his Training Squad to E Company for the assault.

Frask listened to the muffled sounds of battle get louder and clutched his lasgun as the lumbering Rhino shook up its occupants. Your sacrifice does not go unnoticed, he thought as he looked at them. He knew few of them by name but it did not matter that the faces changed. It was the expression those faces held that was important. He saw devotion in their eyes and he knew that the Emperor was with them.

The machine lurched once more and halted. The driver's voice shouted over the intercom. "Disembark!" The heavy door of the carrier opened and the terrible roar of weapon fire hit the troops. The unit ran from the rear of the vehicle.

Other troops were disembarking from their carriers too. The Rhinos had halted halfway up a steep pile of rubble and debris that had once formed part of the fortress wall. One squad scrambled most of the way up the slope immediately but were cut down by a sudden intense burst of bolter fire. Frask was with another two squads of Guardsmen who threw themselves to the ground as frag grenades exploded around them. Frask picked himself up and quickly glanced around. The troopers saw him and and rose to their feet, shouting cries of Imperial loyalty and charging forwards. The cadet saw no doubt in the eyes of his comrades and he ran with them. And they were united as they surrendered themselves to the embrace of the Emperor's will.



LEMAN RUSS

Leman Russ is one of the most famous of the ancient heroes of the Imperium. Many legends tell of his deeds during the dawn of Imperial History.

He was one of the twenty bio-engineered superhumans who would become the founding fathers, or Primarchs, of the original Space Marine Chapters. They were created by the Emperor to be stronger and tougher than any Human before or since. From their bio-engineered genes the Space Marines were cloned, yet even they were a pale reflection of their awesome progenitors, whose genetic material had to be diluted a thousand times for a single Marine.

Even before his birth, Leman Russ was the subject of titanic events. As the twenty foetal Primarchs slowly developed, suspended in their bio-support medium, Daemonic eyes observed them from the warp. The Daemons saw the pink and naked Primarchs lying in their amniotic tanks, and perceived the Emperor's plan. From the twenty Primarchs, a whole race of superhumans would be created. They would be Humanity's greatest champions and the scourge of aliens and Daemons alike. The Daemons saw this and raged. Aware that they could not face the Emperor himself, for he was a being of god-like power, the Daemons hatched a plan. Combining their strength, they broke down the mental barriers constructed by the Emperor to cloak the infant Primarchs, and, prevented from hurting them, sucked them into the warp. The babes were scattered throughout the galaxy, thrown onto twenty different worlds to be adopted by whatever parents they could find - parents that were not always Human.

Thus it was, on the planet of Fenris, that a mewling infant was discovered by a she-wolf as she hunted for her new-born cubs. A lesser child would have been torn apart by the giant wolf that stood as tall as a man, but no such fate would befall this golden man-cub with eyes like a wolf-king. Gently taking the child in her mighty jaws, the she-wolf bore him back to the safety of her cave, where he grew up amongst the wolf pack as part of the she-wolf's family. Within a few short years the child was an adult, for as a Primarch he was more than a normal man and grew as rapidly as his wolf-brothers.

He might have lived out all of his years with the wolves, had not Thengir, King of the people of Russ, sent his hunters into the forest to clear the pack from his land. The old grey she-wolf, and many of her cubs and claw-kin, died upon the spears and arrows of the King's hunters, but the wolf-man was spared, and Brought, bound and gagged, before King Thengir himself.

The King took the wild man from the forests into his care, and named him Leman - Leman of the Russ. Amongst men for the first time in his life, Leman quickly learned their skills, showing a natural aptitude for the way of the warrior. He mastered their weapons - iron axes and swords - and won many glorious victories. Great tales were told of his strength and courage: how he could pluck a tree from the ground and break it over his knee; how he could stand against a hundred men in battle, and within mere minutes have them begging for mercy; and how he could consume an entire ox and wash it down with a whole barrel of beer. When Thengir died, Leman became King of the Russ.

Under his leadership, they won many victories, for in battle Leman was all but invincible. When his armies marched, the howling of wolves heralded their path; when he fought, a pair of giant wolves battled by his side. Kings themselves, they were Freki and Geri, his wolf-brothers that had escaped from the King's hunters, and now had countless wolf-packs of their own to command.

The tales of King Leman were told far and wide, and came to the notice of the Emperor himself. Recognizing the power of a Primarch at work, he travelled to Fenris and confronted the Wolf-King, who blindly refused to pay him homage as the Master of Mankind. Challenged, Russ boasted that he could out-eat the Emperor, and proceeded to consume three whole oxen, forcing the Emperor to back down. Russ boasted he could out-drink the Emperor, and drained the royal cellars dry to prove the point. Russ boasted he could defeat the Emperor in combat; the Emperor held his powerglove aloft for a moment, and brought it down on the Primarch's head, felling him with a mighty blow which would have killed a lesser man. Leman Russ admitted defeat, acknowledged the Emperor, and swore to serve him faithfully.

Within years, all the Primarchs had been found, and became the fathers of twenty Chapters of Space Marines. Leman Russ became the progenitor of the Space Wolves, and was counted as a loyal servant of the Emperor.

Within a hundred years the Space Marines had reconquered the galaxy, and the Imperium was born. Throughout the Great Crusade the Space Wolves were at the front line, their leader at the head of the battle with two great wolves at his side, his coming announced by the howling of the pack.

On the world of Dulan, the Space Wolves and Dark Angels were to assault an enemy held fortress. Russ claimed the right to lead the attack, but 'Lion' El'Jonson, commander of the Dark Angels, refused and started the attack early. Russ was furious, and began a feud which was to continue for three centuries. The Emperor intervened to quell the fighting, and ordered that the disagreement be settled with a duel. Leman Russ faced his friend in combat and took a blade through the heart; the duel was declared a draw, and the normally fatal wound healed within weeks.

The Primarchs were to fight four more times before the death of El'Jonson. Friends to the end, they were united by shared rivalry and sense of honour. The feud would arise again, but not in Russ's lifetime.

Then came the betrayal. Like Russ, Horus was a Primarch. Unlike Russ he bore the title of Imperial Warmaster, and had complete control over five Chapters of Space Marines. Perhaps Horus was tainted by Chaos when abducted as a babe, or perhaps he was weakened by the exposure to the warp. Whatever the cause, Horus was responsible for the largest treachery Mankind has even known. In a single moment he threw away his love for the Emperor and the Imperium, he cast his pride into the dirt, discarded everything he stood for, and struck out. Across a hundred worlds, a thousand million men wept for their Emperor, who had been so cruelly betrayed by a man he called friend. For the first time, Marine would fight Marine in what would become known as the Horus Heresy.





WARHAMMER 40,000[®]

Space Marine Armour described by Rick Priestley

Most humans who have any contact with Space Marines will know and recognise the most common types of Space Marine armour quite readily. However, there are other older types which remain in service to this day and which are very different in their design. Some Space Marine Chapters use only a single type of armour while others make use of several different types.

Many of the older variants have special associations for particular Chapters and may be worn by ceremonial guards or by elite units for example. Other Space Marine Chapters are less formal in their use of armour, mixing various types into their fighting units with little or no regard for conformity. The degree of uniformity within a Space Marine Chapter varies a great deal from Chapter to Chapter and is often determined by historical precedent or tradition.

The initial evolution of Space Marines and their armour occurred during the long period of Earth's isolation that preceded the rise of the Imperium and which later became known as the Age of Strife.

The Age of Strife lasted from approximately the 26th millennium to the beginning of 31st (ie roughly from 25000 AD to 30000 AD - further references to dates are given in terms of millennia). During these five thousand years the ancient pan-galactic human civilisation of the past broke down and was replaced by many thousands of local civilisations based around either a single solar system or, occasionally, a small cluster of nearby stars. The reason this happened is that warp travel (the means by which spacecraft travel throughout the galaxy) became

dangerous and eventually impossible due to colossal disturbances in the fabric of the warp. These disturbances, known as warp storms, were caused by the growth of the Chaos Power Slaanesh - a thorough discussion of which appears elsewhere in this volume, along with a description of the Fall of the Eldar.

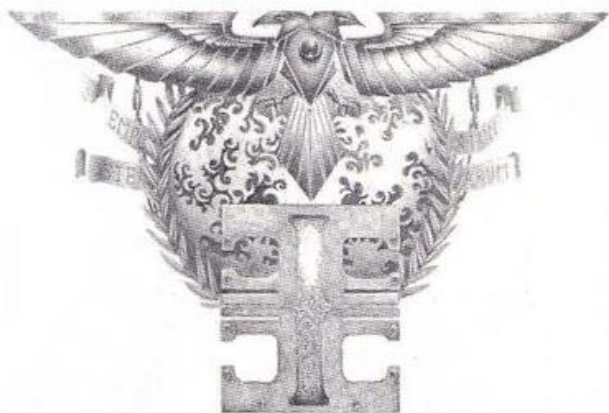
During the Age of Strife Earth and the other planets of the Terran solar system were unable to communicate with other human worlds, but maintained contact with each other. For much of this period the government of Earth held sway over the entire system, at other times Mars and the Moon were dominant.

For much of the time the different worlds found themselves at war. During the 28th millennium Earth government broke down completely and the planet divided into dozens of inter-warring nations. After two and a half thousand years of continuous warfare little remained of the once sophisticated civilisation of the past. The planet had become a battleground fought over by techno-barbarian warlords and their warrior hordes. This was a dark time for the people of Earth: a time dominated by brutal rulers like Kalagann of Ursh, Cardinal Tang, and the most infamous of all, the half-mad half-genius Narthan Dume Tyrant of the Panpacific Empire. It was against this background of techno-barbaric warfare that the first Space Marines were created and the first Space Marine Armour type developed.

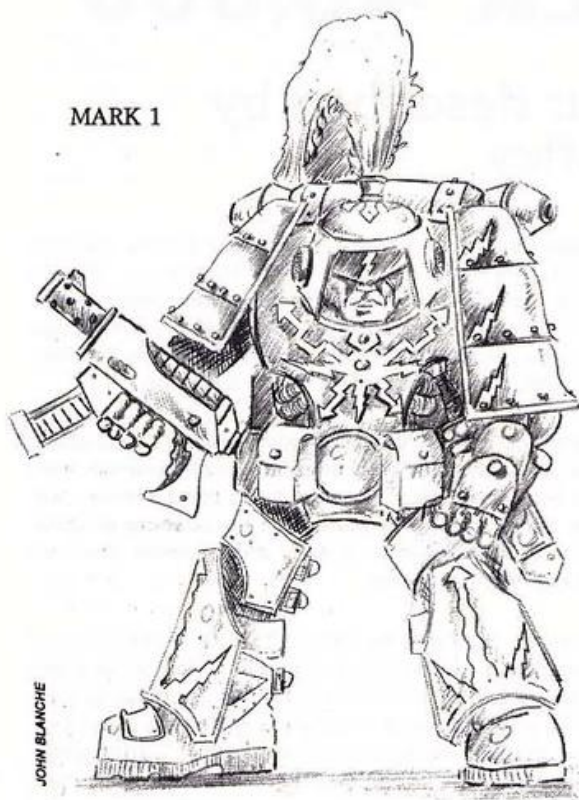
FORMATIVE MARINE ARMOUR

This first type of armour is now often referred to as 'Mark I'. In fact this is the sort of armour worn by the techno-barbarian warriors that dominated the Earth. When the Emperor began his conquest of the planet his retinue was equipped and armed in the same way as the troops of other warlords. The first Space Marines formed part of that retinue and were equipped with the same sort of armour as other warriors of the time.

The thunder-bolt and lightning emblem on the breastplate of this suit was the personal badge of the Emperor in those days, predating the Imperial eagle which only became the symbol of the Imperium much later. This emblem gives the suit its other common name - Thunder Armour.



MARK 1



This is not really a single enclosing suit and offers no atmospheric protection or life-support facilities - all of these being unnecessary while fighting was restricted to Earth. The helmet and the top plume are fairly typical, but these early suits were manufactured on an entirely local basis and their exact designs were often a matter of personal taste. The main part of the armour is the massive powered torso which encloses the chest and arms. Beneath the armoured chest plate coiled energy cables transmit power into the arms, effectively multiplying the wearer's fighting abilities three or four times over. During this period most fighting consisted of close combat, warriors preferring to grapple with each other rather than use long range weapons - the power of a warrior's chest and arms was therefore of paramount importance.

The warrior's legs are not power armoured at all but enclosed in tough padded breeches. In the example shown the warrior wears armoured greaves and armoured boots. These were not standard by any means, but were worn by many of the better equipped warriors and were common amongst the early Space Marines. The warrior wears a backpack which provides his suit with power - most of its bulk is taken up by a cooling mechanism meant to prevent the power unit from overheating.

Warriors equipped in this way fought during all the Emperor's wars on Earth, and also on the Moon and Mars which have Earth-type atmospheres. Mark 1 armour is unlikely to be seen on the 41st millennium battlefield but ceremonial units are sometimes equipped in this way.

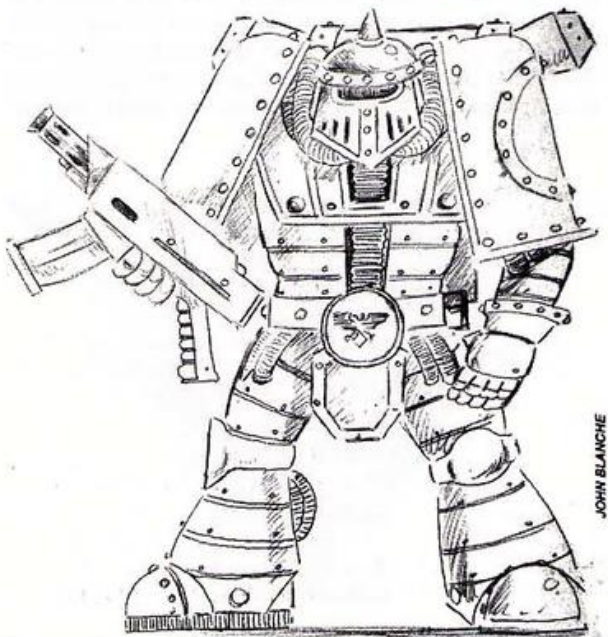
MARK 2

Once the Terran system was secure and the process of rebuilding firmly in hand, the galactic conquest could begin. Even before the warp storms and the Age of Strife ended, the Emperor started to make provisions for his Great Crusade. Part of these plans included the re-equipping of the Space Marine armies with a far more sophisticated fighting suit.

With its advanced technology the newly conquered planet of Mars became the centre for munitions development. New types of armour were produced in great numbers in the Martian factories under the direction of the Adeptus Mechanicus, the ruling class of Tech-priests installed to administrate its affairs on behalf of the Emperor. This enabled the entire Space Marine Corps to be re-equipped.

The new type of armour was the Crusade Suit, which became soon known as Mark 2 armour while the old style became Mark 1 retrospectively. The armour is totally enclosed and life-sustaining, and so suitable for fighting on alien worlds as well as in deep space. It is arranged into articulated hoop-shaped plates for ease of movement and these now cover the legs as well as the chest. The additional energy cabling required to operate the leg armour can be seen in the example illustration while the chest coils are enclosed by armoured plates. The old armour had deliberately placed these coils on the outside to help keep the armour cool, but more efficient coolers in the Mark 2 did away with this necessity.

MARK 2



MARK 3

The Mark 3 armour variant dates from the inner-galactic wars between the Emperor's forces and the inhabitants of worlds close to the galactic core, which included many of the Squat Homeworlds, not all of which were entirely pleased to find themselves the object of galactic reconquest. Mark 3 armour was never intended to replace Mark 2, but to provide an optional heavy armour type suitable for fighting on board spacecraft and in tunnel complexes. High casualties suffered during early battles had shown the need for such armour. Mark 3 therefore placed considerable emphasis on frontal protection, while the rear armoured plates were lightened to compensate. This armour was reckoned ideal where cover was minimal and combat was a matter of frontal assault.

The suit itself is a highly modified Mark 2 with the addition of fixed armour plates to the body and limbs and a new heavy armoured helmet. The sloping plates of this helmet were intended to deflect shot to the left and right, and was to inspire the Mark 4 and 6 helmet designs. No Space Marine forces were ever equipped solely with this mark although many modern Chapters still use Mark 3 armour for boarding actions and tunnel fighting.

While a successful solution to a specific need, Mark 3 armour is too clumsy and uncomfortable for everyday use. As the most visually brutal of all Marine armour, it is sometimes used as a basic uniform for ceremonial guards. Mark 3 armour is sometimes called the Iron Suit or *Armorum Ferrum* in recognition of its great strength.

The back pack retains the old shape but is now much more efficient and contains all the extra equipment needed to maintain life-support, air recycling, fluid recovery, and the various automatical medical functions which have remained common to Space Marine armour ever since.

The helmet is now fitted with automatic sensory devices developed in the Martian workshops. These consist of exterior sensors which gather visual and audio stimuli from the immediate environment - effectively functioning as eyes and ears. The information gathered in this way is processed by a computer brain and then transmitted directly into the wearer's mind by a neural connector. The practical result for the wearer is that he appears to see and hear quite normally, but he can also see infra-red and ultra-violet light, and hear a wider range of sound frequencies. The wearer is also able to selectively enhance a visual image or sound should he wish.

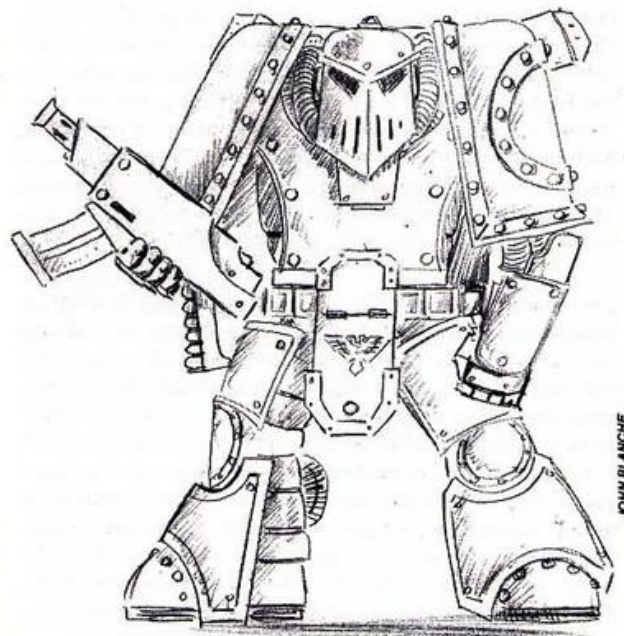
If exposed to blinding lights or deafening noises, the computer processor acts as a safety valve and dampens down the stimuli preventing damage to the Space Marine.

This sort of armour was used throughout the Great Crusade. Many maintain that it is the most efficient of all Space Marine armours, although its overlapping plates are notoriously difficult to repair. Actual examples of this armour, much repaired and carefully maintained, are still used in small numbers by many Space Marine Chapters.



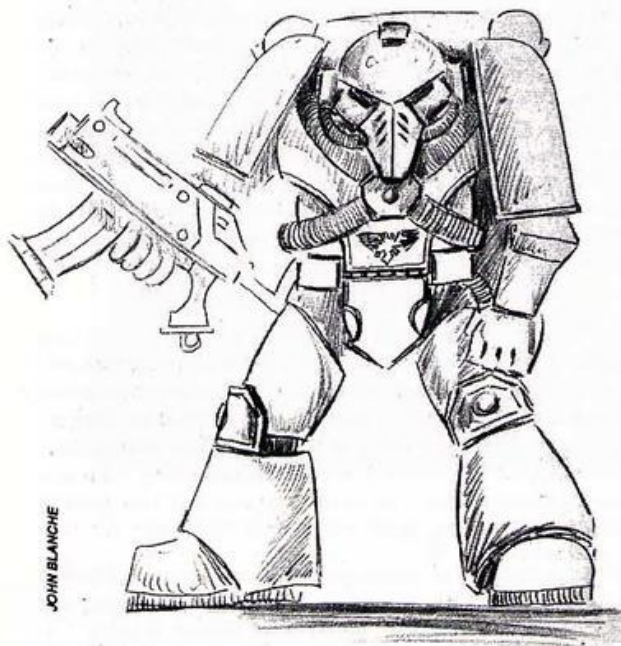
JOHN SIEBECK

MARK 3



JOHN BLANCHE

MARK 4



MARK 4

The Great Crusade lasted for approximately 200 years at the end of which came a period of political consolidation. The Space Marines were now scattered far and wide throughout the galaxy, many serving as garrisons rather than as campaigning armies, and their size was scaled down to reflect this new role. Much of the equipment of the past was rapidly wearing out, including the old Mark 2 and 3 armour suits produced on Mars. While some Marine Chapters chose to continue local production and maintenance, the Martian factory hives of the Adeptus Mechanicus set about producing a new variant. This was to be the Mark 4 or Imperial Maximus Suit.

The main change was to abandon the separate abutting plates in favour of larger inflexible armour casings incorporating the flexible joints originally developed for the Mark 3. The result was only marginally less mobile than the earlier type and considerably easier to produce and maintain. Technical secrets uncovered on newly conquered worlds enabled the Martians to develop a more efficient armour, improving the quality of protection and reducing the weight of the suit at the same time. Improved armouring of the power cables enabled the main arm and chest supply to be safely relocated on the exterior of the armour, while use of new material also allowed the size and number of cables to be reduced.

The helmet is an entirely new type, the basic shape inspired by the sweeping front of the Mark 3. In earlier armour the helmet is fixed and the wearer's head is free to

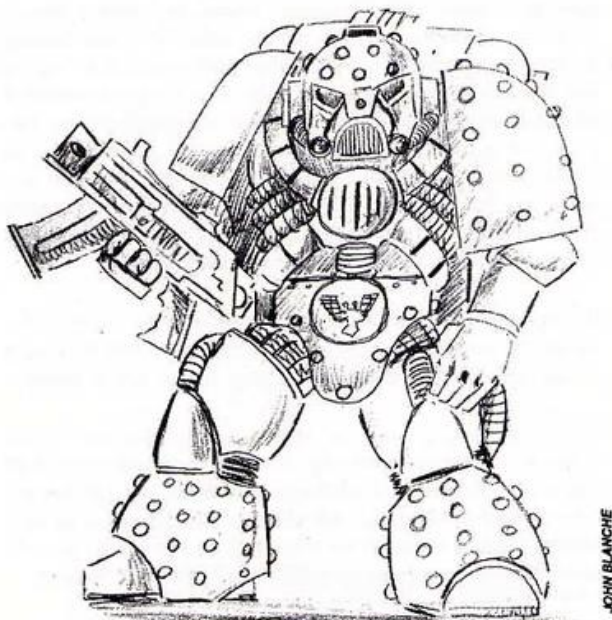
move inside. In Mark 4 and later versions the helmet is not fixed but moves with the wearer's head. This facility reflects the constructors' increasing experience with neural connector gear and the use of new materials which flooded into the Martian workshops as the Great Crusade progressed. Mark 4 armour was designed to be the ultimate and final type of Space Marine armour, able to offer the best protection in a variety of conditions. The Martian factories were turned over to its production and many of the Space Marine armies were entirely or partially re-equipped.

MARK 5

The general issue of Mark 4 armour was only half complete when the Horus Heresy broke out. This threw the entire program of supply into turmoil. In fact many of the most recently supplied Chapters were to turn against the Imperium while many loyal Chapters were forced to continue with older variants, and the confusion was considerable. The Space Marine armourers (Techmarines and Artificers) had hardly got used to the new armour and many were as yet unable to maintain it properly let alone duplicate it as was originally intended.

With the Mark 4 newly in service the need for large numbers of spares had not been anticipated, so that suits quickly became unusable due to quite minor battle damage. It was soon found that the new and rather

MARK 5





specialised materials used in the construction of the Mark 4 were unavailable locally and this increasingly became a problem as Chapters moved from battle-zone to battle-zone. The Imperial forces were soon forced into a fall-back position. Production of Mark 4 armoured ceased, and a new type of armour was designed almost literally over-night. This was the Mark 5 or Heresy Suit.

The Mark 5 used as many pre-Mark 4 components as possible. Large stocks of these existed and the Marine Artificers were already familiar with their application. Once supplies of the new materials used in the Mark 4 armour dried up it became necessary to re-use older substances. In the illustration the lighter chest, arm and leg cabling of the Mark 4 has been replaced by older and heavier style cabling made from more readily available materials. However the cables are now exposed because they are too bulky to fit under the new style chest plate. This was to prove a consistent weak spot in the design leading to the fitment of all kinds of improvised chest armour.

A distinguishing feature of the Mark 5 armour were the heavily studded armour plates. This was an attempt to reinforce the Mark 4 pattern plates when inferior materials were used due to lack of the proper supplies. An extra skin plate was fitted around the armour using molecular bonding studs. The extra weight was considerable, especially if a further chest plate had been added, leading to increased pressure for energy from the power pack. As a result the wearer either had to turn up the power output and suffer intolerable heat build-up, or leave the power supply as it was and accept reduced power levels.

The helmet type illustrated is a spin-off from the Terminator development program, an early type of pre-production helmet, sharing the same type of auto-sense components as contemporary Terminator suits. Being something of an improvised stop-gap, it is common for Mark 5 suits to vary a great deal. Where Mark 4 helmets, armoured plates and cabling were available these were often used.

Despite its inauspicious origin the Mark 5 armour proved remarkably durable and equally importantly it was easy to produce and maintain. Huge quantities were shipped out to Space Marine Chapters during the Heresy, including to Chapters which subsequently went over to Horus. As Horus's own supply position became tenuous Mark 5 suits were scavenged from fallen enemies and used by his forces. After the Heresy most of the Mark 5 suits were broken up or dismantled to provide spares. Few Chapters maintain examples of the design, preferring perhaps to forget the dark days of the Heresy. Renegade Space Marine Chapters may still be equipped with this armour.

MARK 6

At the same time as production of Mark 4 armour ceased, work began on a long term development program to replace the Mark 4 with a more durable type. The Mark 5, or Corvus Suit, was only ever perceived as a stop-gap design. The weapon development workshops on Mars began to experiment with a mixture of new and old technology, making the newer materials more durable where possible.

A notable feature of the resulting armour types (Marks 6 and 7) is the provision of dual technology circuits. These permit relatively rare or sophisticated functions to be temporarily replaced or repaired using common or very simple technology. Although development was

MARK 6



MARK 7

While the final battle for Mars was underway the Imperium, realising that the planet would eventually fall, set about duplicating the munition production lines back on Earth. The armour development teams from Mars were transferred wholesale to continue the development program and incorporate their latest work into a new armour type. As Horus's forces finally overcame the defenders of Mars new Mark 7 armoured suits started to reach the Space Marines on Earth and the Moon. Mark 7 represents the fulfilment of the new design program which was really only half complete in the Mark 6. In fact, so effective was the Mark 6 that both types continued in service thereafter and many Chapters chose to continue with their old armour rather than adopt Mark 7.

The main improvement is the newly designed chest plastron which covers the chest and arm cabling. This bears the eagle device and gives the armour its common name of *Armorum Impetor* or *Eagle Armour*. The other main difference is the abandonment of the studded right shoulder piece and the substitution of the new helmet for the old Mark 4 derived model. Improvements were made to the knee joint articulation, but this modification had already been incorporated into many of the later Mark 6 suits. On the whole it is fair to say that Mark 7 represents the final development of Mark 6 and that the two sets of armour have a great deal in common. Parts from one are readily interchangeable with parts from another, so that a Mark 7 helmet will fit a Mark 6 suit and vice versa.

incomplete the new armour was rushed into production while the forces of Horus advanced throughout the Terran solar system. Hastily equipped Space Marines wore the new style Mark 6 armour into battle while the development laboratories were disassembled and prepared for transfer to Earth. During the Martian campaign forces of Horus eventually overran the production facilities for Space Marine armour and soon began to manufacture new suits for their own use. Consignments were distributed to other forces elsewhere in the galaxy so that this new type of armour became quite widespread.

Distinguishing features of the Mark 6 armour are its relatively clean appearance due to rehousing the main power cables under the armour plates. The exterior chest and arm cables are duplicated under the chest plate and automatically isolated from the main system if damaged - thus providing a failsafe and overcoming the vulnerability of the Mark 5. The helmet is an improved version of the Mark 4 rather than a new type, although a new type was under development and was to be used on the Mark 7. The left shoulder armour retains the same construction method as the earlier Mark 5 and for the same reasons. Where supplies of material were short it is the right side of the warrior which needs to be better protected while he fires his weapon, thus the left side could be most easily replaced by slightly less effective plates. The need to economise in this way was very real at the time. Later the studded pad became associated with the Terran campaign and the final heroism of the Space Marines so that it became a traditional emblem of those days.

MARK 7



CHAPTER VARIANTS

The 7 basic marks of Space Marine armour were all developed up to and during the period of the Horus Heresy. During the production history of each mark various improvements were incorporated in the light of field experience. Thus there is a certain variation even within each mark although this is usually limited to the types of material used rather than to stylistic changes.

Following the end of the Heresy much in the Imperium changed, including the organisation and number of the Space Marine Chapters. Whereas up until this time there had only been twenty Chapters, henceforth the huge pre-Heresy forces were to be broken up into many smaller Chapters. The new Chapters that were founded were equipped with whatever suitable armour and weaponry was available. For the most part the armour used was either Mark 6 or 7, but with a fair sprinkling of older types.

Since that time each Chapter has largely taken over the production of its own equipment. That is not to say that every Chapter produces every single item of hardware that it uses. Some Chapters trade items with other Space Marine Chapters, or they commission work from local fabricators. This latter option is especially common where Chapters hold the governorship of the world they live on - in which case the planet is effectively owned by the Chapter and its resources can be organised by the Space Marines as they wish. In other Space Marine Chapters supplies are purchased through the Adeptus Mechanicus.

MARINE ARTIFICERS

Within each Chapter Space Marine armour is maintained by skilled Marine Artificers. These are not Space Marines, but highly trained and dedicated servants who spend their entire lives working for the Chapter. Artificers are just one of the many types of 'civilian' servants who work for their Space Marine Masters. In some Chapters these Artificers traditionally work together in a single huge workshop and their products are distributed amongst the Space Marine Chapter as a whole. In other Chapters individual Artificers are the personal servants of either a Squad of 10 Marines or an individual officer. These Artificers are very proud of their Space Marine masters, considering the status and reputation of their unit or officer to be of the utmost importance. In their turn the Space Marines are equally proud of the Artificers whose fine workmanship adorns their armour and weapons. Over the history of a Chapter especially talented Artificers become famous and justly celebrated, and examples of their work are much sought after.

In many Chapters it is traditional for Artificers to come from special families, and for fathers to pass on their skills and position to their sons. In other Chapters the position is open to all, but involves a long period of apprenticeship to an older Artificer.

The Artificer's job is to decorate and maintain the Chapter's armour and weapons. In fact, the Chapter also has Engineers and Techmarines whose role is to manufacture much of the equipment, so the Artificers are involved more with decoration, engraving, customising

and modifying the basic equipment. For example, when a Space Marine earns a combat honour it is the Artificers who make the honour badges and fasten them on to the Marine's armour. Similarly, the Artificers make rank badges, long service badges and other marks of distinction that are used by their Chapter.

Older types of armour are associated with the past history of many Chapters and often with the deeds of heroic individuals. Artificers will carefully hunt down examples of ancient armour to use as the raw material on which they can engrave honour marks or purely decorative features. Such pieces will be lovingly restored, often plated with silver or gold, and then painstakingly engraved with naturalistic scenes, abstract designs or Chapter badges. A piece of armour that can be shown to have belonged to an old Chapter hero is valued above all others. As successful Space Marine Officers are often presented with ancient pieces of armour, a single armoured plate or helmet might have a long and famous history and could have belonged to a whole succession of Space Marine heroes and been worked on by many famous Artificers.

INDIVIDUALISED ARMOUR

As well as resurrecting old pieces of armour for notable Space Marines, the Artificers also decorate new armour and modify armour to suit particular individuals. Only Space Marines earning some kind of reward or honour would be given such items. As a result of their efforts over the many thousand years the Chapter has been in existence, it is quite common to find suits which combine elements of the different marks as well as quite unique suits which have customised armoured plates or helmets.

Some Chapters reserve such armour for special individuals, officers, or high ranking commanders. There is no fixed rule on this, it is a matter of Chapter tradition and preference how such armour is used. However, it is generally the case that very high ranking officials inherit special suits of armour, which they may then combine with their own existing suits so that their individual honours or personal pieces of armour are retained when they are appointed to a new position.



LES EDWARDS



ADRIAN SMITH

SPACE MARINES

Warhammer 40,000 players will be only too aware that, on the tabletop, Space Marines often fail to live up to their fearsome reputation. A couple of years ago, when the game first came out, Space Marines were easily able to take on the likes of Orks, Eldar and whatever else the WH40K player cared to throw at them. However, over the ensuing years new models and new rules for their enemies have gradually shifted the balance of power, so that the once mighty Space Marines are now looking a little less heroic. Of course this is hardly appropriate!

We know that the Space Marines are humanity's finest, that they do not run away from aliens, and that their current status on the wargames table does not reflect their true worth. In order to rectify this we've been thinking about bringing the Space Marine rules up to date. Plans are going ahead for a new book full of Space Marine history, colour schemes, and gaming rules - but it will be a while before this is ready for publication.

As a foretaste we would like to introduce a few new rules for the Space Marines now. Not only will this bring Space Marines back into line with other forces, but it will also give you a chance to try out the rules and let us know what you think. So, if you have a Space Marine force why not write and tell us how you get along with the new rules.

TOUGHNESS INCREASE

The basic toughness of a Space Marine is increased from 3 to 4. This reflects the enhancement of their bodies due to gene-seed implantation and the resultant genetic restructuring of the bodies. This increase also applies to characters, so toughnesses for champions, heroes, and mighty heroes are also increased by +1. The new profiles therefore look like this.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Space Marine	4	4	4	4	4	1	4	1	8	8	8	8
Champion	4	5	5	4	4	1	5	1	8	8	8	8
Hero	4	6	6	4	5	2	6	2	9	9	9	9
Mighty Hero	4	6	6	4	5	3	6	3	9	9	9	9

MARINE POWER ARMOUR

Marine Power Armour gives Space Marines a hand-to-hand combat bonus of +1 to hit. This bonus only applies to Space Marine Power Armour when it is worn by Space Marines and not to other types of Power Armour or troops. This reflects the rather special way that Space Marine Power Armour is constructed to interact with the enhanced Space Marine body.

Marine Power Armour is fitted with an automatic weight-compensator which off-sets heavy weights by selectively boosting power to the arms as required. This counteracts the movement penalty of heavy weapons or equipment.

Note however, that this does not enable a Space Marine to carry weapons or equipment which are normally considered too heavy to carry (very heavy weapons for example).

SPACE MARINE MORALE

Space Marines are legendary for their incredible bravery. This does not mean that they are prepared to hurl themselves at the enemy regardless of casualties - Space Marines are quite aware of their own worth and would never throw their lives away in displays of futile bravado.

The high morale and stoic martial virtues of the Space Marines are represented by special rout rules. Space Marines still take rout tests as normal, but if they fail a rout test they are not routed as other troops are. Instead of routing the Space Marines become shaken. This means that they may not move towards the enemy. If unable to move without approaching closer to an enemy model (if surrounded for example) then they may not move other than to turn round to face a different direction. Assuming they are not surrounded, Space Marines may continue to move away from enemy models, and so may retreat to cover or from the table if they wish. The unit may recover normal morale by rallying just as normal troops may recover from a rout by rallying. The normal rallying rules apply (see WH40K p32).

If shaken while engaged in hand-to-hand combat the same rules apply. This means that any unit which has failed its rout test and which wins its round of combat will not be able to follow-up or pursue. If the same Space Marine unit is beaten and pushed-back then any models which killed their personal opponent can move towards the enemy in order to attack an enemy model which is already fighting another Space Marine.



This reflects the fact that although their morale might be shaken, the Space Marines would still be willing to pitch in to help other members of their unit who are already engaged in close combat.

Because Space Marine units which fail their rout tests are not actually routed, it is possible that they may be called upon to take further rout tests. A Space Marine unit which is already shaken, and which takes and fails another rout test is routed as normal. This means that it is often preferable for a player to retreat a shaken unit in order to rally it, or to withdraw a unit from combat altogether, rather than to stay in place just for the sake of killing a few more enemy.



OVERWATCH

This new rule applies equally to all troops, but we have decided to introduce it here together with the special rules for Space Marines. The overwatch rule addresses the problem presented in WH40,000 where enemy troops move from behind cover, across an open space, and behind another piece of cover all within their movement phase. Even though the moving models present only a brief target, it would still be possible for an attentive observer to shoot at them while they are exposed.

In WH40,000 as it stands it is completely impossible to fire at models moving from cover in this way. The new overwatch rule represents the way an experienced soldier looks at the battlefield, recognising at once the places where enemy troops might move, which paths they might take, and where they will be most vulnerable. A good commander will position his troops so that he can open fire as soon as the enemy appear, before they have a chance to reach cover or to return fire. To use the overwatch rule you will need to make up some special overwatch counters - small coins or tokens will suffice for this.

PREPARING OVERWATCH

The overwatch rule allows a model to shoot during the enemy's movement phase. In order to do this the player must declare that a model is going into overwatch at the start of his own turn. An overwatch counter is placed against the model. The model may do nothing during the turn, it may not therefore either move or shoot.

FIRING OVERWATCH

A model on overwatch may shoot during the enemy's following movement phase. Troops on overwatch may shoot at targets as they present themselves at any time during the movement phase. For example, a model can be shot at before it moves, after it moves, or at any point while it is moving. A model can also be shot at even if it doesn't move, so long as it can be seen. The most common use for overwatch is to shoot at models moving from cover to cover, where they would normally be hidden within cover during the shooter's own turn. Overwatch can also be used to set an ambush for enemy troops as they move into range, depriving them of the chance of reaching cover.

As soon as a model shoots its overwatch counter is removed. Work out whether the shot hits as normal and then proceed with movement.

LOSING OVERWATCH

Unused overwatch counters are removed at the start of the player's own turn. New overwatch counters may then be placed as required. A model can stay on overwatch from turn to turn so long as it neither moves or fires, but it will save confusion if old counters are removed and new ones placed.

A model which is shot at while on overwatch immediately loses its overwatch marker. This is not likely to happen often as overwatch models will usually fire before the enemy. However, it is possible for a model to be hit by an off-target friendly weapon during its own shooting phase. It is also possible for a model on overwatch to be fired upon by an enemy who is also on overwatch. As soon as the overwatch marker is lost the model reverts to the normal game sequence.

TACTICAL USE OF OVERWATCH

Overwatch is intended to encourage tactical play. By setting up models on overwatch a player can make it difficult for enemy moving from cover to cover. The disadvantage of overwatch is that it sacrifices mobility. The trick is to use overwatch at the right time in order to maximise your firepower without compromising the flexibility of your troops.

While using the overwatch rule in local games we noticed a tendency for players to resort to overwatch automatically, regardless of whether it was a useful ploy in the circumstances - these players inevitably found themselves out-manoeuvred and eventually beaten. Our local players also found that when attacking an enemy who is well positioned behind cover, it is a good idea to position a few attacking models well in advance of the main force (preferably behind cover) and to set them on overwatch. These advance models are able to pin down the overwatch defenders by firing at them and therefore removing their overwatch counters, enabling the main attacking force to advance more safely. Note that it is only necessary to shoot at a model to remove its overwatch marker - it is not essential that the shot hits or causes damage.

SPACE MARINE TACTICAL SQUAD COLOUR SCHEMES

The colour plates illustrate Space Marine Tactical Squad colour schemes for three sample Chapters - the Ultra Marines, Dark Angels and Blood Angels. Every Space Marine Chapter has its own unique colour schemes which serve to identify individual Marines by rank and organisation. So, for example, a Sergeant can be readily identified by the markings on his armour, while the Company to which he belongs is identified by a badge (usually on the right shoulder). A Marine's Squad may also be indicated in some way, in many cases by a number superimposed over the Company badge or in others by means of a separate back-banner. The Chapter itself is indicated by the colour scheme of the armour and a further identifying badge on the left shoulder.

The official rules which govern the colour, style, size and positioning of these identifying marks are known as the Codex Astartes (often abbreviated to codex). The markings described by the Codex Astartes are referred to as 'codex' markings, indicating that they take the official pre-determined form. However, most Chapters of Space Marines also use alternative versions of these codex markings. Some of these have evolved over thousands of years, although non-codex they are official in the sense that they are recognised by the Chapter and conform to rules laid down by the Chapter. These non-codex markings are often derived from motives which celebrate famous victories of the past.

During a long war or campaign, it is common for the troops involved to adopt a single recognition badge. These campaign badges take a particular form for each campaign and are worn by all troops involved whether Imperial Guard, Space Marines, Planetary Defence Forces, naval units, etc. In the case of Space Marines these campaign badges are usually painted or stencilled onto their leg or arm armour. A good example of this can be seen on fig 3 where the Ultra Marine shows the Attoc Wars campaign marking in the form of golden-yellow right leg armour. Campaign badges are worn only during the campaign and are removed when the campaign is over.

When long wars take the Space Marines away from their home base, it is inevitable that battlefield repairs, promotions, and the hasty reorganisation of reduced units will lead to variation in the styles of a Chapter's colour schemes and markings. Obvious battle damage may dull or obscure markings. Where armour is repaired it is often impossible to apply the proper colours and recognition markings, so that individual armoured plates are simply left plain grey (the basic colour of the plasteel) stamped with quartermaster's marks and serial numbers. Under these circumstances hastily applied squad, company and rank markings usually take a form which is far simpler than the codex versions.

Even within the Codex Astartes certain variations in armour are permitted which reflect the individual status of the wearer. These take the form of Honours, such as the Terminator Honours which are worn with Power Armour. These indicate a Marine belongs to the select group of

Marines who are equipped with Terminator armour when appropriate. Other honours may be earned by acts of bravery or devotion. Such honours often take the form of badges, but may also be represented by colour variations in the armour itself. As with the rank and unit markings non-codex versions of these honours exist and many Chapters have their own unique honours.

Officers and veterans are more likely to wear armour which has been uniquely decorated by the Chapter's Artificers. Obviously there are no hard and fast rules about this and every Chapter has its own tradition of styles and variations. It is often the case that highly decorated pieces of armour are passed down from generation to generation, forming part of the heroic panoply of the Space Marine officers. In many Chapters any Space Marine with sufficient means can pay to have his armour engraved, painted or decorated. The degree to which this individualising is permitted varies from Chapter to Chapter. The role of the Artificers and inheritance of armour are discussed in more detail in the main article.

These illustrations show variations of colour scheme within three Space Marine Chapters and lay out the different colour variations for the different Companies. Of these the Ultra Marines are an especially good example because they adopt schemes which stick very closely to the formal Codex Astartes.

ULTRA MARINES TACTICAL SQUADS

The armour is basically dark blue with a white chest eagle. The left hand shoulder armour shows the Chapter badge in white with a white trim around the edge. The codex dictates that Tactical Squads have light blue right hand shoulder armour upon which is a broad white arrow pointing upwards. Like the left shoulder the right shoulder is trimmed with a white edge. The colour of the Marine's right arm armour indicates the Company to which the Marine belongs (see below). The number of the Marine's Squad is shown in a classical style in black over the arrow on the right shoulder.

When the Chapter is fighting on campaign it is common to repaint the entire right shoulder armour piece in solid light blue, thus obscuring the unit markings altogether. At the same time the chest eagle and the trim on the left shoulder are over-painted with dark blue. This provision is intended to deprive the enemy of vital intelligence. Squad Leaders (Sergeants) are identified by a red helmet serving as a badge of rank. Honour badges, where appropriate, are worn on the left arm and/or leg (these are common positions for badges of this kind).

Arm colours. 1st Co. - white. The 1st Co. is made up from veteran Space Marines with Terminator Honours. In addition to the white arm the company is uniquely identified by its white helmet. Remaining companies are identified by the colours of their right arm armour as follows: 2nd - yellow, 3rd - red, 4th - green, 5th - black, 6th - orange, 7th - purple, 8th - grey, 9th - blue. The 10th

TACTICAL SQUADS

Space Marine colour schemes and markings are formally described by the famous Index Astartes - the Imperial record of each Chapter's founding and organisation. Over the years these formal schemes have been supplemented by simpler alternatives whilst new traditions have often added to the range of original colours and markings. Most Chapters display a degree of variation ranging from fully pictorial badges and complex colour schemes to simply rendered basic markings over a single colour. The Chapters depicted here show how this works in the case of Tactical Squads. The Ultra Marine armour is basically dark blue with a white chest eagle and the fact that these are Tactical Squads is shown by the white arrow marking on the right shoulder armour.



Fig 1 - 1st Co 1st Squad with proscribed codex markings on his armour including Terminator Honours.

Dark Angels have a dark green colour scheme. Tactical Squads have the double-headed horizontal arrow on the right shoulder armour. Tactical arrow markings may be solid white, white outline, or a simple white band.

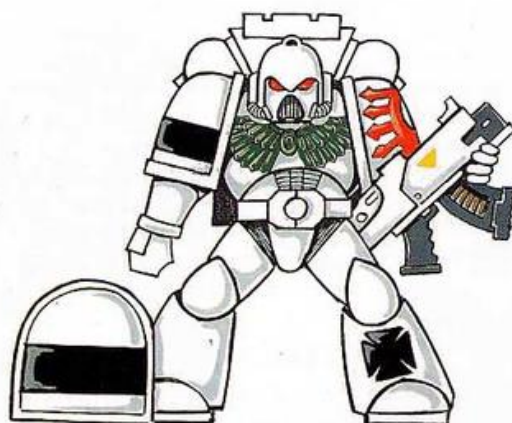


Fig 1 - 1st Co in Death Wing colours of white armour. Note the Terminator Honour on left leg plate.

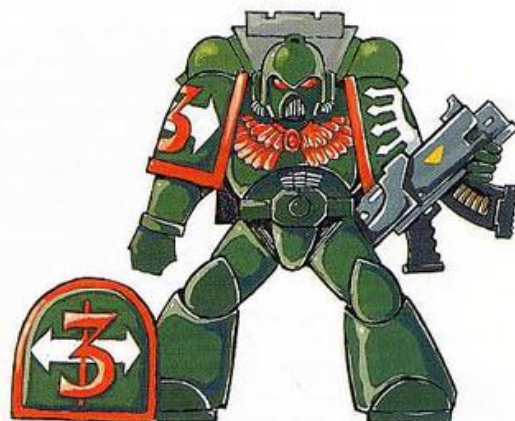


Fig 2 - 3rd Co 3rd Squad Sergeant as distinguished by his white Chapter Badge.

The Blood Angels have vermillion armour. The different Squads (Tactical, Devastator and Assault) are differentiated by helmet colour. The Tactical Squads have helmets of the same colour as their armour whilst other types have differently coloured helmets.

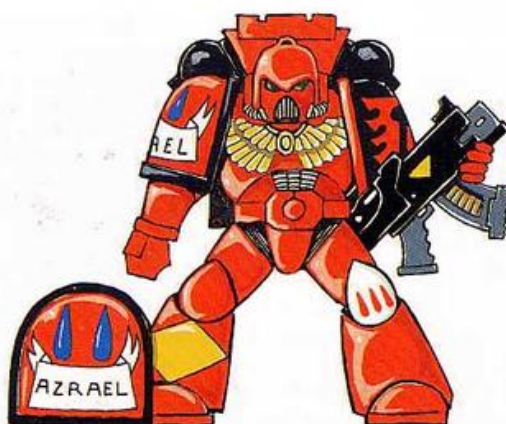


Fig 1 - 5th Co Sergeant Azrael in full codex markings showing name, yellow eagle and black shoulder trim (reversed on the left shoulder). Blood drop honour on left knee and Wolf Strike campaign badge on right.

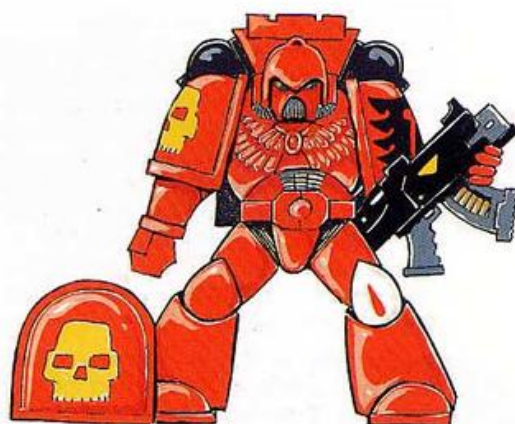


Fig 2 - 1st Co Marine with yellow skull and simple form of armour style. Honour mark on left knee.

ULTRAMARINES

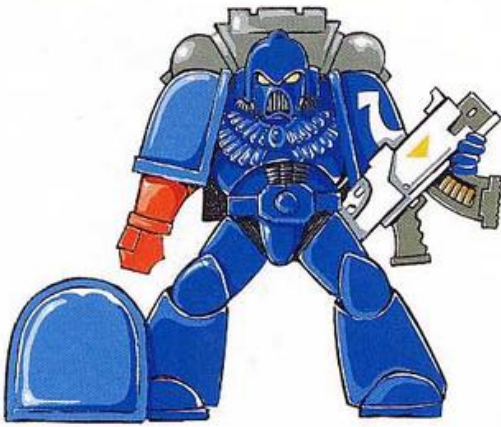


Fig 2 - Space Marine with simpler over-painted scheme. The arm colour indicates a member of the 3rd Co. (red).

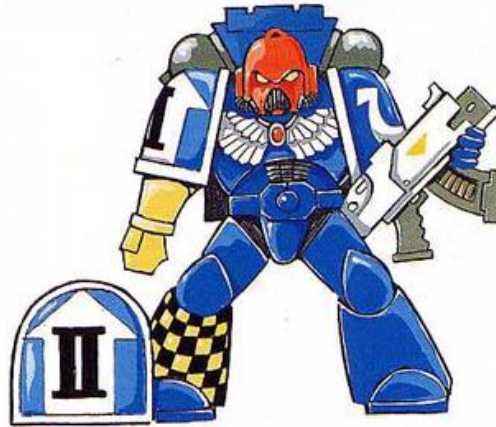


Fig 3 - 2nd Co Sergeant 2nd Squad wearing the campaign badge of the Attoc Wars.



DARK ANGELS



Fig 3 - 4th Co Marine with similar form of right shoulder armour markings. Note St Munda campaign markings on right leg.

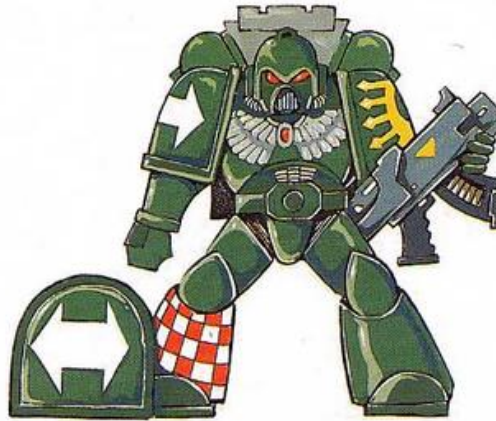


Fig 4 - 6th Co Marine with variation on the right shoulder armour without the squad number or trim colour. Ferric worlds campaign markings.

Shoulder Plate Trim in Company colours



BLOOD ANGELS

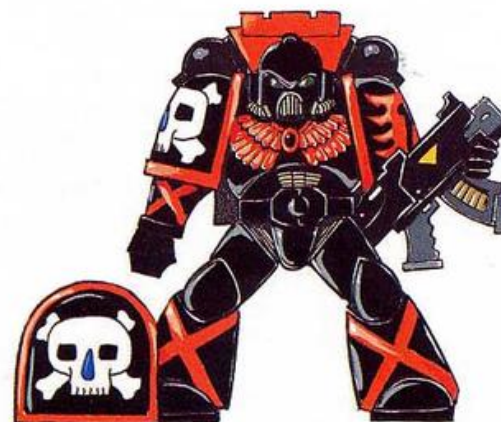


Fig 3 - 2nd Co Marine illustrating a unit which has taken the infamous blood oath of the Blood Angels.

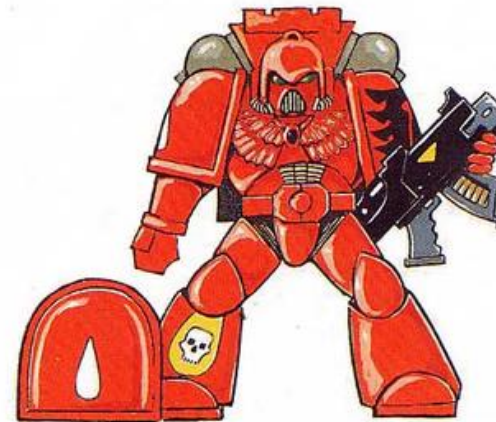


Fig 4 - 3rd Co Marine fighting in the Bleeding of Arcturus Campaign as shown by the campaign badge on his right leg.



company is considered a training company and so contains no Tactical Squads and is not included here.

Fig 1 - 1st Co. 1st Squad. This Space Marine wears the proscribed codex markings on his armour. All members of the 1st Co. wear Terminator Honours on the left leg either at the front or side.

Fig 2 - As above but showing the simpler over-painted scheme which is often adopted in battle. The only visible insignia is the Chapter badge and the arm colour indicating that the Marine is a member of the 3rd Co. (red).

Fig 3 - 2nd Co. Sergeant 2nd Squad. This Sergeant of Space Marines has codex marked armour and in addition wears the campaign badge of the Attoc Wars on his right leg. The form and position of campaign badges are determined afresh for each campaign, but leg armour is usually the most common position for such markings.

DARK ANGELS TACTICAL SQUADS

The Dark Angels are instantly recognisable by their traditional very dark green colour scheme. The chest eagle motif varies in colour depending on the company as described below. The left shoulder armour plate bears the Chapter badge in yellow with a trim in the company colours (ie same as the chest eagle). Tactical Squads are distinguished by a plain horizontal double-headed white arrow on the right shoulder. An alternative version is a simple white band alongside the rear edge of the armour: this is an especially common adaptation during long campaigns but it has become an acceptable alternative to the standard arrow either for whole squads or individual Marines. Another alternative is the double-headed arrow in outline only.

The codex dictates that the arrow bears the squad number in the company colour and that both shoulder pieces should be outlined in the same colour. However the Dark Angels do not stick as rigidly to the codex as the Ultra Marines, and many squads do not display the squad number or it may be worn only by the Sergeant. Sometimes the number is not in the company colour but is black or white instead - this is a common compromise during a campaign. Similarly the edging trim colour is often missed off the shoulder and the chest eagle may be the same colour as the armour. Sergeants are distinguished by white Chapter insignia instead of their brother Marine's normal yellow. Individual companies are identified by the colour of their chest eagles, shoulder trim and Squad numbers as follows:

Chest Eagle colours. 1st Co. - dark green, but the 1st company is an exception to the normal rules as described below, 2nd - white, 3rd - red, 4th - yellow, 5th - black, 6th - grey, 7th - light green, 8th - blue, 9th - purple. As with the Ultra Marines the 10th company is considered as a reserve or training company and as such has no Tactical Squads and so is not illustrated here.

The exception to this overall scheme is the 1st Company. The 1st Company is made up of Marines who would otherwise wear Terminator armour and comprise the famous Death Wing. Just as the Death Wing traditionally wears all white armour, so the 1st Company has all white power armour. The Tactical Squad markings and other details that would normally be white are black. The chest eagle is the same green as the normal armour colour

while the Chapter badge itself is red rather than yellow.

Fig 1 - 1st Co. in Death Wing colours of white armour. Note the Terminator Honour on left leg plate.

Fig 2 - 3rd Co. 3rd Squad Sergeant as distinguished by his white Chapter badge.

Fig 3 - 4th Co. Marine showing the simpler right shoulder armour markings often used on campaign. In this case the Marine is taking part in the St Munda campaign as indicated by the yellow cross campaign badge on his right leg.

Fig 4 - 6th Co. Marine showing another variation on the right shoulder armour this time without the squad number. The trim colour is also missing but is shown on the chest eagle. The campaign marking on his right leg is from the Scouring of the Ferric worlds campaign.

BLOOD ANGEL TACTICAL SQUADS

The Blood Angel Chapter of Space Marines wear a power armoured suit of vermillion with yellow chest eagle. The Chapter badge is worn on the left shoulder and is black with a black edge trim. The exception is Sergeants who wear reversed colours - ie a black shoulder pad with red badge and trim. The right shoulder armour is also trimmed with black, although trim colours are often missed off or overpainted on campaign.

According to the codex the Marine brothers' personal names are enscribed on the right shoulder pad, although this is not always followed and is more common amongst officers than ordinary troopers. The separate companies are denoted by the colour and number of blood drops on the right shoulder pad, positioned above the name plate where present. The exception to this system is the 1st Co. which bears a yellow skull instead. Individual Squads are either distinguished by back banners of varying design or not indicated.

1st Co. - 1 yellow skull. The 1st Co. is the exception to the normal scheme and consists of all the Marines who would otherwise wear Terminator Armour. It is distinguished by the skull motive of its shoulder plate rather than the normal blood drop. 2nd Co. - 1 blue, 3rd - 1 white, 4th - 2 yellow, 5th - 2 blue, 6th - two white, 7th - 3 yellow, 8th - 3 blue, 9th - 3 white.

Fig 1 - 5th Co. Sergeant Azrael with Wolf Strike campaign badge on the right leg plate. He is depicted in full codex markings showing his name and with the yellow eagle and black shoulder trim (reversed on the left shoulder). The left knee shows one of the honour markings unique to this Chapter - a blood drop.

Fig 2 - 1st Co. Marine showing the distinctive yellow skull unique to this company. He wears the simplified form of armour often favoured during long campaigns - note that the trim colours and eagle are all vermillion. He has a blood drop honour on his left knee.

Fig 3 - 2nd Co. Marine illustrating a unit which has taken the infamous blood oath of the Blood Angels. These Marines repaint their suits black with red crosses and deaths heads in the style shown. In battle they are often led by Chaplains.

Fig 4 - 3rd Co. Marine fighting in the Bleeding of Arcturus Campaign as shown by the campaign badge on his right leg. Like fig 1 he has the simplified form of the armour markings without the trim colour.

TACTICAL MARINES

These stunning Tactical Marines are the very latest work from the 'Eavy Metal team. All of them have been painted using the Space Marine Paint Set and some of the new exciting colours from the Ork and Eldar Paint Set.

MARINES OF THE FIRST COMPANY



DARK ANGEL OF THE DEATHWING



BLOOD ANGEL OF THE FIRST COMPANY



ULTRAMARINE OF THE FIRST COMPANY

ULTRAMARINES



SECOND COMPANY MARINE WITH PURITY SEAL



THIRD COMPANY MARINE



NINTH COMPANY SERGEANT WITH IRON HALO HONOUR



NINTH COMPANY MARINE

BLOOD ANGELS



FOURTH COMPANY MARINE



SECOND COMPANY SERGEANT



THIRD COMPANY MARINE WITH HONOUR MARKINGS



THIRD COMPANY MARINE

DARK ANGELS



THIRD COMPANY MARINE



FIFTH COMPANY MARINE WITH WOLF STRIKE MARKING

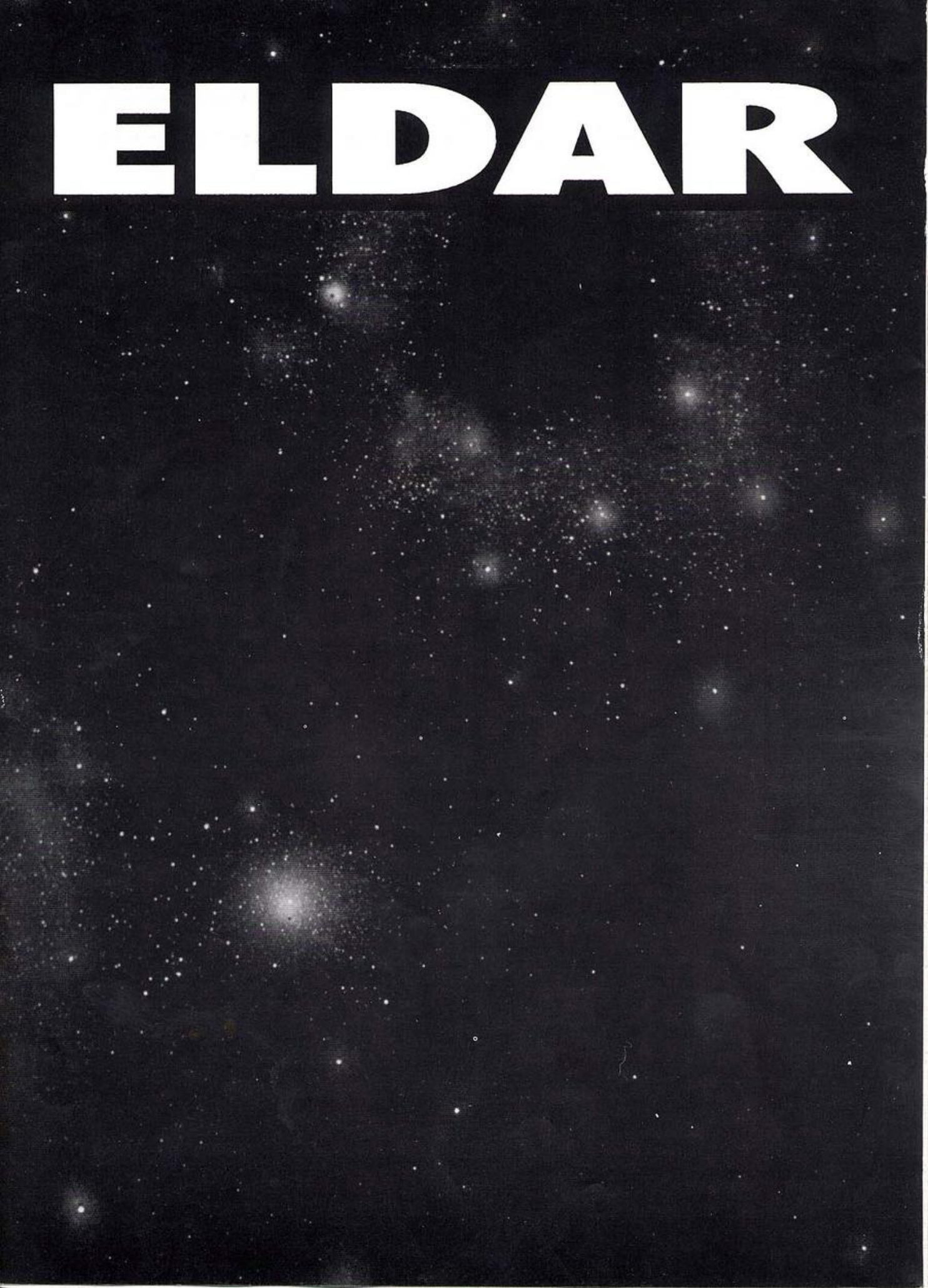


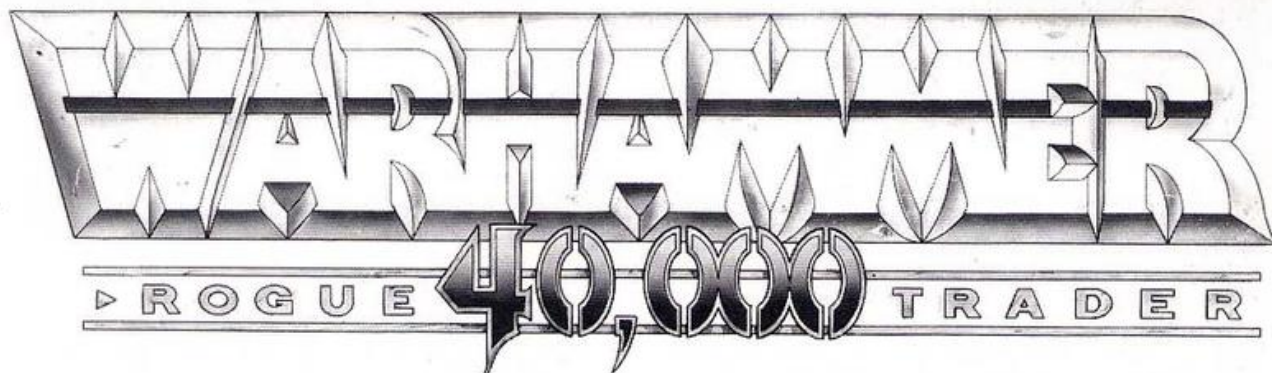
SECOND COMPANY MARINE



FOURTH COMPANY MARINE

ELDAR





ELDAR

The Eldar race has a long and complex spacefaring history, so long in fact that little is known for certain about the course of their physical evolution and early planet-bound existence. The original Eldar Homeworld was destroyed during the catastrophic collapse of the Eldar civilisation known as the Fall of the Eldar. The remnants of Eldar culture that survived that cataclysm preserved much of their racial history in the form of traditional stories, songs and dance. Written records, monuments, and visual records were almost completely destroyed except for a few instances where they were taken aboard spacecraft fleeing from the doomed planets.

BEFORE THE FALL

Although the whereabouts of the Eldar homeworld is unknown, it is likely that it lay in the region of the galaxy now known as the Eye of Terror. This area lies to the galactic north and east of Earth and forms a circular 'eye' shape approximately ten thousand light years across at its widest point. The Eldar believe that their homeworld and the extent of their ancient civilisation formerly covered the Eye of Terror, and that during the Fall their spacial realm was overwhelmed by Chaos. Today the Eye of Terror is known as the largest region of warp-real space overlap, where Chaos and the Material Universe mix into each other.

The Eye of Terror is not devoid of habitable planets, and it may be that the secrets of the Eldar past still lie there awaiting rediscovery. However, these worlds no longer form part of the real universe and are not bound by the normal logic of astro-physics. Instead they are controlled and in many cases actually shaped by the Chaos Powers or mighty daemons. For this reason these worlds are known as the Daemon Worlds. These planets take many bizarre forms, including worlds which are flat, where rivers of blood pour from the sky, where gigantic burning trees provide the only illumination, and many others created from the daemonic imaginations of their rulers.

Even so, these planets are not devoid of life, but are home to countless mortal followers and champions of the Chaos Powers as well as immortal daemons and their masters. Among the mortal inhabitants can still be found Eldar, some preserved since the time of the Fall, who

champion the cause of Chaos on the Daemon Worlds and throughout the galaxy.

Eldar are physically similar to humans, although not entirely identical by any means. They have longer and cleaner limbs, and fine ascetic features with penetrating and slightly slanted eyes. Their ears are also slightly pointed, but otherwise they could pass as human at first glance. The most obvious difference between humans and Eldar can only be seen when they move, for the movements of an Eldar radiate a subtle grace which is impossible for a human to emulate. This can be seen in even their slightest gestures or the dexterity with which they manipulate small objects.

Dance, mime and other gestural art forms are very important to the Eldar, their formal art investing a whole range of gestures and stance with precise meanings. Much of the early history of the Eldar is recorded in the form of traditional dances, recounting the stories of the ancient houses of Eldanesh and Ulthanash, the children of Kurnous and Isha, Gea' and her twin consorts Khaine the Bloody Handed God and Asuryan the Phoenix King. The legends surrounding these mythical immortals and the birth of the Eldar form a complex cycle of ritual dance and song known as the Dream of Asuryan. Although mythic rather than historic in nature, this cycle of dance and song is said to embody profound secrets about the Eldar past within its subtle movements and tonal variations. In their highest form these dances are performed only by the Warrior Dancers called Harlequins, and only they really understand all of the myriad secrets hidden within these extremely physically demanding and incredibly precise dances.

The Eldar mind, while similar in general to the human mind, is far more inclined towards extremes. Because of this Eldar are more intelligent but also far more intense than humans. Although an Eldar and a human can both feel grief or joy, the Eldar's experience is likely to be far more extreme.

This natural inclination towards emotional extremes is both a blessing and curse to the Eldar. On the positive side it gives them an unparalleled appreciation of life and an unrivalled ability to express themselves through music and other creative arts. A melody or gesture made with grace and skill can elicit an intensity of pleasure which is unimaginable to a human. On the negative side this potential for joy is paralleled by an equal capacity to feel despair, ambition and even hatred. Confronted by grief or personal loss an Eldar suffers mental torments which far exceed the boundaries of human anguish.

The extreme nature of their temperament makes it very important that the Eldar retain a measure of self-control at all times, for it is dangerously easy for them to become entranced by and ultimately dependent upon the experiences that their culture offers them. At the same time they must learn how to control the darker side of themselves, the side which feels jealousy, rage and hatred, and which is no less a part of their personalities.

THE PSYCHIC RACE

As far as is possible to tell, the Eldar have always been a psychic race. This manifests itself in a variety of unusual talents. One natural ability which is common to many Eldar is called psychomorphism by the human Xenobiologists of the Imperium. In crude terms this gives them the ability to shape matter and create simple artefacts from raw materials. More complex things can be made by several individuals working together or with the aid of forging machines to enhance the creative process.

Eldar can also move small objects by a form of psychokinesis and it is by this means that they build their most sophisticated devices.

Some Eldar can influence the structure of growing matter by a form of empathic telepathy. This empathic ability may have been particularly important during the early development of the Eldar race enabling them to promote the fruitfulness of edible crops and reshape the growth of trees to make simple shelters. During their primitive evolutionary stage the Eldar undoubtedly benefitted greatly from these skills. The first Eldar villages and towns are supposed to have been living structures grown from trees, often covering many square miles and reaching high into the air. Structures like this can still be found on worlds colonised by the Eldar in later times.

Because of their psychic abilities the Eldar race learned how to make and shape raw materials at a very early stage of cultural development. By means of their mental powers they were able to refine minerals and shape the resulting metals and stones into whatever they wanted. Eldar technology has a very ancient history and the pace of its progress is closely tied to the slow evolutionary development of the race.

There was never a sharply defined industrial phase of Eldar history (as for example there was in human history)

but rather a steady growth in competence and knowledge over a very long period of time. A particularly Eldar aspect of their technology is that its forms often adhere closely to natural biological shapes and structures. This is quite understandable, as there is no real difference between technology and nature in the Eldar mind - they amalgamate into a single process by which the Eldar imbue living things with function and functional things with life.

THE TEARS OF ISHA

Artefacts called spirit stones have existed for as long as the Eldar can remember. The story about how they were created is told in the Dance of Asuryan. One night the Goddess Lileath had a dream in which she saw Khaine the War God torn to pieces by a mortal descendant of Kurnous the god of the hunt and Isha the goddess of the harvest. Kurnous and Isha had many children who included immortal gods as well as the very first mortals - the Eldar. When Lileath told Khaine about her dream he resolved to destroy the mortal children of Kurnous and Isha, and pursued them through the Heavenly Realm, trapping and slaying many before Asuryan the Phoenix King heard the weeping of their mother Isha and came to see what was happening. When he discovered what Khaine had done, Asuryan banished the remaining Eldar to the Mortal Lands and forbade all further contact between mortals and gods.

Kurnous and Isha were dismayed at being parted from their offspring and asked their uncle Vul the Smith god to help to reunite them. Vul took the tears shed by Isha and turned them into spirit stones. By means of the stones an Eldar could talk to the gods, and in this way the Eldar and gods could communicate even though they could never meet. Although Vul knew Asuryan had forbidden contact between mortals and gods he gave one of the stones to Isha and the remainder to her mortal children the Eldar.

By means of the stones the Eldar talked to Isha. They learned how to use the stones to draw runes, and were shown how the energy of the stones could be combined with the runes to make skeletal frameworks for all kinds of structures and craft. Unfortunately, Khaine overheard Isha one day as she talked through her stone to the Eldar, and the War God immediately told Asuryan.

Asuryan was so enraged that his order had been disobeyed that he gave Kurnous and Isha to Khaine to do with as he pleased. Vul could not bare to see his brother and sister harmed by Khaine so he struck a bargain in return for their safety. Khaine agreed that if Vul were to make him a thousand enchanted weapons by the same time the following year he would let Kurnous and Isha go free.

Vul worked hard all year, but at the end of the time the final weapon, a long sword, still lay unfinished on the anvil. To conceal the shortfall Vul picked up an ordinary sword and mixed it into the others, and gave the weapons to Khaine who was too pleased to spot the deception. Vul, Kurnous and Isha hurried away. As they made good their escape Khaine discovered the ordinary sword hidden among the weapons and roared with anger, calling Vul a cheat and crying out for revenge.



ELDAR FOREST-DOME INTERIOR

PSYCHIC ENGINEERING

The Eldar use Wraithbone to make the skeletal cores of their buildings and spacecraft. Much as the skeleton of an animal provides a framework for its fleshy tissue, so the Wraithbone skeleton of an Eldar spacecraft is a living core around which its functional structures are arranged.

The Wraithbone not only gives the construction rigidity, but also provides channels for psychic energy. This facilitates internal communication between systems, transmits power, and enables the craft to act as an organically integrated whole. In this way the Wraithbone skeleton not only performs the mechanical tasks which a bony skeleton would perform in an animal, but also the role of the nervous system and blood stream too.

The Wraithbone core of a spacecraft is surrounded by a structure which is literally grown into the required shapes. This is accomplished by a special class of Eldar called Bonesingers. These Bonesingers use their psychomorphic talents to accelerate the formation of psychotropic crystals around the Wraithbone. They then shape the resulting mass into fibrous bulkheads, supporting walls, floors, and conduits. The resulting shell completely surrounds the Wraithbone core and forms the hull and major internal divisions of the spacecraft. The same process is used to make any large structure including vehicles, but spacecraft are typical works of Eldar psychic engineering and serve as a good example of the process.



EXARCH - SWOOPING HAWK

Following this episode the Dream of Asuryan tells how Khaine and Vaul fight each other, and how Vaul reforges the unfinished sword to use against his enemy. After a series of battles Vaul is finally caught by Khaine who cripples him and chains the Smith God to his own anvil. Vaul's Sword then passes into the hands of the mortal hero Eldanesh, who finally confronts Khaine and is torn apart and killed.

Asuryan was so appalled by the murder of Eldanesh that he cursed Khaine and made his hands drip eternally with the blood of Eldanesh so that everyone would remember what he had done. The sword then passed through the hands of Eldanesh's descendants until it was finally lost in the Sea of Broken Tears by Inriam the Young.

SPIRIT STONES

Spirit stones are glassy spheres which are warm to the touch. They respond to the psychic emanations of anyone who holds them, glowing brightly in the hands of a mighty Bonesinger, blue if touched by a Parseer, and red or orange if handled by a Warlock. All of these are types of Eldar Seer - the name given to Eldar who have been trained to use their psychic powers.

A spirit stone is a tool which allows a Bonesinger to draw raw energy from the warp and shape it into matter. The matter created in this way is called Wraithbone, and it can be psychically teased and manipulated by the Bonesinger into almost any form he wishes. Wraithbone is extremely tough and resilient. It forms the backbone of spacecraft and large structures as well as countless smaller items. Nor is Wraithbone used only for utilitarian artifacts like spacecraft, it is also used to create sculptural works of art.

Because Wraithbone is a solidified form of warp energy it has several special properties. It never really loses its physical connection to the warp, so that in a sense part of it remains in the warp at all times. As a result Wraithbone can channel psychic energy much as an electric cable carries current. At the same time it also contains psychic forces and can shield the forces it contains from other psychic energy.



FIRE-DRAGON EXARCH



WAYNE ENGLAND

Once the Bonesingers have laid the basic structure over a Wraithbone core, the spacecraft is ready to be fitted out. Individual systems can be either fabricated on board the ship by psychomorphism or made elsewhere and installed subsequently. Most of the craft's operating systems are connected directly to the Wraithbone core. The many thousands of systems draw power through the Wraithbone and are constantly monitored and ultimately controlled through it.

Because of the unique practices of Eldar psychic engineering, any Eldar construction, whether building, vehicle or spacecraft, resonates with sympathetic psychic energy. The Wraithbone core provides a psychic channel through which an Eldar can evaluate and control various mechanical functions. This is the basis on which Eldar technology is achieved. Although it is very different from the simple mechanical processes used by humans, individual devices and structures usually look similar to comparable human artefacts. As a general rule, Eldar artefacts have an organic, flowing appearance and tend to lack hard angular edges.

ELDAR RUNES

Wraithbone is also used to make small but psychically potent items including runes. Eldar runes are complex interwoven shapes each of which has its own distinct pattern. Because they are made of Wraithbone the runes retain a connection with the warp, and have the ability to both direct and contain psychic energy.

Small runes are cast upon the ground by Eldar Seers who interpret the pattern and the proximity of one rune to another in order to divine the future. The runes are vital to every Seer because they enable him to focus and direct psychic energy, and by concentrating on a particular rune he can evoke a specific psychic power.

The runes used by Bonesingers function as templates or patterns for the various devices or structures which they grow from psychotropic crystals. The runes also have a protective function which is important to all Eldar Seers. Because the runes are made from Wraithbone, which is itself impervious to external psychic energy, they act as simple fuses. If a Seer draws too heavily upon his psychic energies, or if malign forces attempt to reach him while he is in a trance, then the runes will be destroyed severing the psychic connection between the Eldar and the warp. Were it not for the runes it is doubtful that the Eldar could use their psychic powers at all, as they would soon fall prey to the malicious entities of the warp.

THE FALL OF THE ELDAR

Over ten thousand years ago the Eldar race suffered the greatest tragedy ever to befall a major intelligent race. The Eldar civilisation was at its height and spanned a significant portion of the galaxy. Their worlds were places of great beauty and peace, paradises of personal contentment and cultural achievement. However, all this was to end in a cataclysm of destruction which was to wipe out the inter-planetary civilisation of the Eldar at a single stroke. This cataclysm is known simply as the Fall.

All Eldar tend towards extremes of emotion and intellect so that the temptation to pursue a life of pleasure, art, and intellectual gratification is very great. Even before the Fall the majority of Eldar recognised these temptations and fought against them, refusing to be drawn into the inescapable pleasures which their sensibilities and culture afforded.



JES GOODWIN



However, the very act of fighting against their own nature had an unbalancing effect upon their minds. Hysteria, insanity and a multitude of racial psychoses began to affect almost the entire population. Some Eldar gave in to their hedonistic impulses, joining exotic cults in their pursuit for novel experiences, esoteric knowledge and sensual excess. As these cults proliferated, Eldar society became increasingly divided. Foreseeing the collapse of their civilisation, some Eldar began a series of mass migrations to newly seeded planets where they planned to set up utopian societies free from the taint of hedonism. These Eldar called their migrations the Exodus, and referred to themselves as Exodites. Many early Exodites were wiped out by marauding Orks or became embroiled in the eternal wars of humans, but some were successful. These Exodites eventually founded a second generation of frontier civilisations based around a core of noble houses. Their descendants still rule these worlds after ten thousand years and are known as the Eldar Knights.

Between the survivalist Exodites and the uncaring pleasure seekers were Eldar who were still mentally stable, and who remained behind in the hope that they could help restore order to their civilisation. They became increasingly few in number until even they realised their dream of recovery was hopeless. Eventually even these few die-hards were forced to abandon their homes as the whole Eldar civilisation fell apart in an apocalypse of destruction and madness. The last of the true Eldar eventually deserted their planets on board the few remaining spacecraft, beginning a new phase of Eldar civilisation - the age of spaceborne travel and the Craftworlds. The creatures that screamed and cackled over the ruins of the Eldar worlds could no longer be called Eldar.

SLAANESH

The warp is an alternative universe inhabited entirely by psychic energy generated by the thoughts, emotions and mental life of the inhabitants of the material universe including the Eldar. These thoughts and emotions cannot die, they are eternal, so that over the ages they accrue and become stronger as they are reinforced by the similar thoughts and experiences of others. Eventually, a single idea or emotion can become so powerful within the warp that it attains a consciousness of its own and becomes a daemon or a god. These daemonic entities are known as Chaos Powers. The most powerful of these are the four Great Powers Khorne the god of war, bloodshed and anger; Tzeentch the god of change, plots and intrigue; Nurgle the god of plagues and morbidity; and Slaanesh, the god of pleasure and personal gratification. Slaanesh is particularly associated with the Eldar, and only came into being with their final Fall. Prior to this time Slaanesh was growing in power but not fully conscious - rather like a sleeping monster bellowing and kicking in its dream-disturbed sleep.

As the Eldar pursued their road to destruction so their emotional life degenerated into the reckless pursuit of pleasure, exotic experience and intellectual indulgence. The mental energies released into the warp as a result coagulated into an entity, an entity which was potentially very powerful but which was not yet fully conscious. This was, of course, the entity called Slaanesh. Although Slaanesh was not yet fully conscious some Eldar had already begun to worship the god's sleeping form. For centuries the Eldar had predicted the Coming of the Lord of Pleasure, so that many had come to disbelieve the prophets and their endless tales of doom. As the disturbed dreams of Slaanesh began to infiltrate the psychic minds of the Eldar, so their degeneration accelerated apace, further feeding Slaanesh in the warp, and creating an unbreakable cycle of doom. While there were Eldar sane enough to be appalled by the degeneration of their race, their horror kept Slaanesh from achieving full consciousness.

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EXARCH - FIRE DRAGONS

Overhead, a sun the colour of blood beat down, turning the ash plain into a lake of crimson light. A good omen, Karhedron decided. They would sweep the foul influences of Chaos from this world.

He surveyed the scene through the eyes of his Warlock mask, his long thick robes fluttering in the breeze. He scanned the horizon, hoping to catch sight of the enemy.

In his mind lethal energies pulsed and surged. He felt the urge to unleash them creep through him. He was a vessel for transcendent power. All he had to do was focus it through his channelling runes or his witch blade to bring death to his enemies.

His mind cast back to his time as an Aspect Warrior, an experience he had hoped never to have submit himself to again. Countless times had he stood waiting like this for battle to commence. As a Fire Dragon Karhedron had fought on fields of ice under turquoise skies, danced through whirling red dust on burning desert plains, crept through underground labyrinths of dank dark stone. The ancient weapon he bore remembered too. It had not always been his - he had retrieved it from beside the fallen body of the famous Warlock Tathaya, where she lay surrounded by dead Orks.

The song of wings filled the air as a group of Swooping Hawks soared ecstatically into the warm sky. They drifted lazily upward, catching thermals like giant birds of prey. Karhedron knew that their seeming indolence was illusory. The Keen-eyed Ones kept careful watch in case the enemy attempted a surprise attack.

He studied the squad of Aspect Warriors sitting on the nearby rocks, meditating on the inner nature of their weapons. The sun glinted off their blue armour, highlighting the Fire Shrine rune that marked them as belonging to their Craftworld. Their shuriken catapults lay dormant across their knees. Karhedron was not fooled by their apparent passiveness. He knew that the Dire Avengers could shift from quiet repose to instant action in the blink of an eye.

A high-pitched keening wail filled the air as the Howling Banshees performed the Dance of Skulls near their dropship. Karhedron watched as the women sparred in slow motion with invisible foes, each movement part of some greater intricate pattern, as if the whole unit were one organism sharing a single mind. Scarlet tresses swept through great arcs as the women swayed. Langourous kicks just seemed to miss each of the dancers. As the ritual continued the pace of the footstamping and handclapping speeded almost imperceptibly until the Banshees moved and tumbled almost too fast for the eye to follow.

A shimmering of air between the gateway tetrahedrons announced the arrival of a squad of chitinously armoured Striking Scorpions. They skittered across to the Farseer's position and bowed before Kelmon, the chosen Battleseer. Kelmon acknowledged their presence with an ornate salute.

Mandiblasters clicked acknowledgement then they turned and moved to take up a perimeter position.

Nearby atop a great butte, Dark Reapers, arranged in three-man fireteams, stood immobile as statues. Their massive forms radiated menace yet their presence was strangely reassuring. Karhedron knew no enemy could approach without being the target of their missile launchers.

A line of Fire Dragons weaved across the plain as the Eldar army arrived through the gateways and assembled, squad by squad, on the plain. A thrill passed through Karhedron as he realised the extent of the force the Craftworld was fielding. Unit after unit of Guardians arrived and took their place in the formation. Mighty Spirit Warriors stalked among the ranks on long insect-like legs.

As the last of the force assembled Karhedron speculated on the nature of the enemy they were to face. The corruption of chaos must be mighty indeed to justify the deployment of such a massive military strength, he thought.

As the formation was nearly complete a change of mood swept through the army. He felt tension galvanise the nearby Dire Avengers. The Banshees ceased their dance and stood poised like ballerinas, waiting. A hush of expectation settled over the assembled Eldar. The whole army held its breath.

Suddenly the smell of ozone filled the air. A crackling, hissing sound emerged from the gateway tetrahedrons. The runes along their sides blazed as if being overloaded with power. A bloody glow illuminated the area between the pyramids.

Space seemed to warp and then the Avatar was there, looming over his honour guard of Exarchs. Even the mighty masked warriors were dwarfed by his massive presence. The incarnation of Khaine stood half-again as tall as those who surrounded him. In his left fist he clutched a gigantic battle blade. Blood dripped from the fingers of his left hand. Crimson eyes glowed like red-hot rock within his helm. He swept a burning glance over his awestricken followers. Karhedron felt a cold wash of horror drench his soul as he beheld the god-like being, followed by an unholy thrill of anticipation.

The Avatar's incandescent gaze seemed to bore into the very heart of the Eldar warriors, kindling the fire of battlelust there. All fear, all hesitation was burned away by unholy joy and murder lust. The killing power within them stirred in answer to the being's call. A cry of pure exultation was torn from Karhedron's throat. It mingled with the great roar of the entire army.

The wacry rumbled like thunder over the plain, a shout to inspire pure terror in any living thing that heard it. It continued to rise into crescendo after crescendo till the Avatar made a short chopping gesture for silence. Instantly all was quiet.

Then, following their Bloody-handed God, the Eldar marched to war.

THE ELDAR AND DEATH

The Fall was to have a further terrible result for the Eldar race, for their natural psychic natures made them especially vulnerable to the predations of daemonic creatures and especially to the newly awakened Slaanesh. As the representation of the Eldar mind, Slaanesh is able to gather up the psychic energy of Eldar as it flees their dying bodies. This means that when an Eldar dies the eternal psychic part of him, his soul, is immediately consumed by Slaanesh. Needless to say, this evokes great horror in the Eldar who will go to any means to avoid this fate.

In order to save their souls from destruction by Slaanesh, every Eldar wears a small spirit stone called a Waystone. If the Eldar dies his psychic self is absorbed by the Waystone. The Waystone can then be taken back to the Eldar's own Craftworld and embedded into the Wraithbone core where it will grow into a larger spirit stone. Once the spirit stone is implanted, the soul of the Eldar can travel freely through the Wraithbone, mingling with other Eldar souls and forming part of the communal spirit of the Craftworld itself. All the souls contained within a Craftworld are collectively known as the Infinity Circuit. Individual Eldar souls can enter specific parts of the Craftworld to provide the energy and controlling intelligence which is needed by many Eldar Technical devices. Other souls can leave the Infinity Circuit for a short while by entering Waystones which are then placed within robot bodies. The soul contained in the Waystone animates the robot body and enables the dead Eldar to move about the Craftworld and even fight alongside the living in the form of Wraithguard.

THE SURVIVAL OF THE ELDAR

The Eldar are fully aware of their extreme predicament. From an early age they are taught about the tragedy of their race, and how their eternal souls face extinction due to the predations of Slaanesh. Their numbers are now a tiny fraction of the teeming billions which once spread across the universe. Now the Eldar race maintains its grip upon existence only because of a grim determination to survive. That determination is fuelled by an awareness of their past failing to control their own nature leading to the creation of their greatest enemy Slaanesh.

Because of their vulnerability to Slaanesh the Eldar have developed ways of protecting themselves when they use their natural psychic powers. The most important of these is the development of the Eldar Path - a social learning system which restricts the abilities and experiences an Eldar is subject to until such time as he is mentally strong enough to face them. Another important development is the use of runes to protect the principle psychic members of the race - the Seers.

The Eldar nurture a dream in which they confront Slaanesh in the warp, and overthrow their great enemy, freeing themselves from the constraints his existence places upon them and safeguarding the survival of their souls in the warp. Although the Eldar souls preserved in the Infinity Circuits of the Craftworlds can muster only a tiny amount of energy compared to that of Slaanesh, the Eldar hope that one day there will be enough souls to unite to fight and overthrow Slaanesh. It is a faint hope, but the only hope for the Eldar who must otherwise face the eternal threat of their own racial psyche.

When the cataclysm finally came there were few sane Eldar left on their home planets, only millions of millions of squawking, insane creatures crying and squealing with self-inflicted torment. The quickly-accelerating decline of the Eldar had fed the energy of Slaanesh until the god was ready to burst into consciousness, like a mighty dam about to break and release immeasurable flood waters.

As the few remaining sane Eldar fled aboard the flotillas of trading ships Slaanesh finally awoke. With a scream the god was shaken to consciousness and the other three Chaos Powers were driven scattered through the warp by the waking terror of Slaanesh like ships before a storm. The energy of that scream swept across the entire galaxy, and blew through the minds of psykers everywhere, destroying them in untold millions. Where the energy was concentrated most, in the area where the Eldar home planets were, the boundaries between the warp and real space were torn apart.

The intermixing of the two realities wiped out most of the inhabitants of the Eldar planets and formed the areas of warp real-space overlap the largest of which is now known as the Eye of Terror. Those Eldar who had succumbed to the temptations of pleasure were particularly vulnerable. Other Eldar, those who had resisted the decline of their civilisation, were better protected. Even so, many billions died even as they fled in the giant trading ships, but some survived - protected by their mental resilience or by the psychically impervious Wraithbone structure of the spacecraft themselves.



THE CRAFTWORLDS

During their heyday the Eldar travelled the galaxy in vast trading ships called Craftworlds. These trading Craftworlds were whole self-contained communities housing hundreds of Eldar families. A typical trading mission might take the Craftworld away from its home planet for centuries, travelling thousands of light years beyond Eldar space before returning home. These Craftworlds developed a strong sense of independence, so that they were for the most part unaffected by the general malaise of Eldar society. Because a Craftworld might return to its home planet only three or four times in a thousand years, the decline of their civilisation was all the more apparent to them, whilst those who remained behind grew accustomed to the slow degeneration and so failed to heed the danger signs.

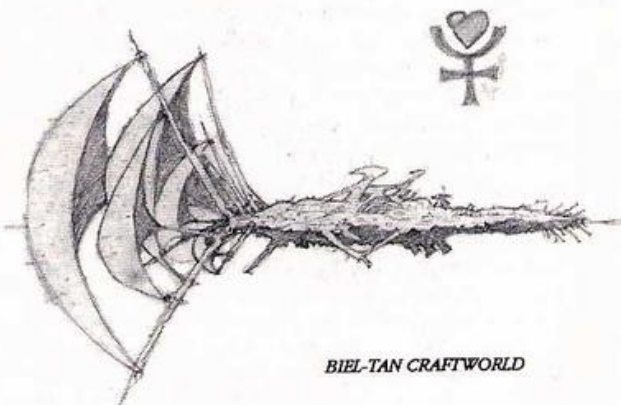
In the final weeks leading to the Fall, the returning Craftworld crews found their worlds in ruins. They rescued those of their kind who were still sane, and fled into the depths of space through the rapidly collapsing warp tunnel network. Many Craftworlds lingered too long in attempting to rescue their kinsmen. Finding themselves in orbit at the moment of the Fall they were either destroyed by the psychic overspill or sucked through into the warp and consumed by Slaanesh.

Craftworlds travel through space via a system of warp tunnels which stretch through the galaxy. Long ago the Eldar learned how to make these holes through the warp which link two fixed places. It is likely that originally nearly all Eldar planets and Craftworlds were interconnected by warp tunnels. However, during the Fall a great part of the network was destroyed so that travel is no longer as easy as it once was. Some tunnels were attacked and destroyed by daemonic intrusions from the warp - their entrances had to be sealed or destroyed to keep Chaos from swallowing entire Craftworlds. Other tunnels simply collapsed or the places they led to were destroyed or desolated. Today the tunnel network still connects Craftworlds to each other and to millions of places throughout the galaxy but there are significant gaps in the system, and some Craftworlds are completely isolated. Because of the partial breakdown of their warp tunnel network, the Eldar find it impossible or extremely difficult to reach certain parts of the galaxy.

Since the Fall the original Craftworlds have grown considerably in size, so that they are now ten or a hundred times larger than the original trading ships which lie at their cores. Because they have expanded steadily over the years many are at least partially ruinous and have zones which await reclamation or very old zones which are largely uninhabited.

Each Craftworld is a self-contained biosystem, with zones which contain forests and natural flora as well as urbanised areas. These natural zones act as green lungs, furnishing a breathable atmosphere and providing renewable resources for the Eldar. Vast Space Docks are located on the outside of the Craftworld housing fleets of spacecraft. These Fleets carry the Eldar armies through the warp tunnels which connect the Craftworld to the rest of the galaxy.

Each Craftworld is independent and conducts its own affairs and wages its own wars. Craftworlds do sometimes ally together to face a common threat, or to achieve a



BIEL-TAN CRAFTWORLD

common objective, but such alliances are usually temporary and have no lasting significance. Of course, all Eldar are united by a common culture and racial identity, but that means little when it comes to defending the interests of their own particular Craftworld. Wars between one Craftworld and another are certainly not uncommon. Such wars are almost always fought over a locally disputed world, or colonising and mining interests. Such conflicts grow out of local disputes, and are usually resolved within a short time. For one Craftworld to actually assault and attempt the destruction of another would be regarded as a terribly wasteful and purposeless enterprise. Although such calamitous events have happened in the past they are not common.

CRAFTWORLD COLONIES

Since the Fall, the Eldar Craftworlds have established many colonies of their own. These colonies are not independent, but remain a part of their society, and provide troops and raw materials for the home Craftworld. Colony planets are connected to their Craftworlds by means of warp tunnels. The number of colony planets associated with a Craftworld is tremendously variable, some have hundreds while others have only one or two. Most have about a dozen. These colonies are quite distinct from the earlier phase of colonisation by Exodites prior to the fall. The Eldar Knights, as the Exodites call themselves, remain fiercely independent. Although they trade and sometimes aid the Craftworlds they conduct their societies along entirely different lines, regarding the Craftworld civilisations as being dangerously close to the old Eldar ways which led to their downfall.

THE ELDAR AT WAR

Although each Craftworld is a completely independent and self-contained realm, Eldar society is remarkably constant from one Craftworld to the next. The descriptions and army lists that follow are therefore representative of Eldar Craftworlds in general. Some Craftworlds, however, have unique variations which we have not had time to fully explore here. The troops you choose from the army lists will reflect some of these differences. Other differences will become clear over the next few months as we introduce new alternatives.

Flanked by his apprentices Kelmon prepared himself for the battle. His fingers toyed idly with the wraithbone tiles of the battlerunes. The air carried the scent of ozone and blood. He gazed into the viewing tesseract and studied the disposition of the armies, fixing them in his mind.

The Light in Infinite Darkness forces stretched out across a long front. The Avatar and most of the Aspect Warriors held the centre in strength. Spirit Walkers guarded the right flank. The left flank was secured against the base of a huge butte. Dark Reapers commanded the heights. A strike force of Banshees waited in the gulleys ready to advance in cover along the dry stream bottom. The Guardian Squads reinforced the centre. Swooping Hawks cast long shadows on the ash plain. The Eldar force was a river of colour suddenly frozen.

The chaos cultists faced them along the top of the ridge, a huge ragged army of depraved humans clutching ill-assorted weapons. Ofnc perhaps they had been part of the Planetary Defence Force before this world fell to the forces of depravity. Now they stood mouthing silent obscenities. A few hastily converted Rhinos lay hull down against the great ridge. The sign of Slaanesh was splashed in red paint along their side. The skeletal fingers of dead tree branches clutched at the sky. Beyond them Kelmon sensed rather than saw an obscenely powerful presence. A dozen rusty Dreadnoughts lumbered into position on the humans' left flank.

It was time. Kelmon breathed deeply and entered the trance. His fingers danced through the air scattering the red and blue runes representing the opposing forces. He emptied his mind and sifted through the possible futures, searching for a probability line that would give the Eldar victory. As always the future was turbulent, waves of possibility and psychic power and passion clouded the potential course of events. The power of the Avatar itself warped the timelines round it.

He felt a surge of exhilaration as the power flowed through him - nothing could compare with this feeling of power. All the game-playing and Event challenges among the Seers were only preparation for it and offered only pale hints of its satisfactions. He focussed all his attention on the runes, and under his scrutiny they moved delicately into conjunction with each other, establishing the weave of the pattern. The runes danced around him, shifting like a shoal of fish in ocean depths. Each represented a part of the assembled forces, and through them he could maintain a psychic link with the Eldar troops.

The blue stone representing the Spirit Walkers moved off cautiously, and on the battlefield the great war-machines strode forward. In his multi-compartmented mind a dozen potential futures blossomed. He saw the machines fall blasted by heavy weapons. He saw them stride among the dreadnoughts and engage in melee. He saw them stumble on the rough ground.

In the air the red runes rearranged themselves. In his minds eye he saw the human heavy weapons belch.

Flowers of flame bloomed at the feet of the Spirit Walkers. Kelmon reeled, feeling the pattern of the conflict emerging from the maelstrom of probability. Events were rapidly speeding up, and the dance of the runes reflected this. He struggled to keep track of the pattern as it became ever more complex and intertwined, twisting into impossibly convoluted designs symbolic of the state of the battle.

As one group of runes moved, another set responded in-turn. Images flickered through his mind. Swooping Hawks soared over the enemy front line dropping explosive grenades. A storm of laserbursts erupted round them. Several Hawks dropped like wounded birds into the ranks and were swiftly torn to pieces. Their rune flicked away from its endangered position and the airborne troops drifted into the sky out of laser range.

A wave of screaming humans raced forwards. They slid down the slope of the ridge, plumes of ash billowing round their feet, bolters blazing, looks of ecstatic bloodlust frozen on their faces. The Rhinos provided supporting fire. The red runes span round each other like a catherine wheel and touched the blue rune of the Dark Reapers. A hail of missiles leapt from the mesa top and tore the cultists to shreds. Another of the blue runes moved into the pattern and the Banshees started sneaking forward up the culverts of the stream bottom.

Pain flared through him as the Avatar rune grew in size and luminescence, attracting more blue runes around it as the Bloody-Handed One led the Scorpions and the Dragons towards the survivors of the human charge. Kelmon threw his efforts into following the new probability line the Avatar had instigated. The Hawks flew down across the ridge to assault the snipers and the Rhinos. The attack wasn't elegant but it distracted the humans from the frontal assault as they concentrated on the fliers.

Human reinforcements raced down the ridge, throwing themselves into the fray, seemingly unafraid of the Avatar. Once again Kelmon sensed the presence of some daemonic power. The rune of the Accursed One span into the middle of the pattern, and the sense of looming presence intensified. Men screamed as the Dragons' meltaguns charred their flesh. The Scorpions ripped through them, mandiblasters spitting death.

On the right, the Spirit Walkers had bogged down in an exchange of fire with the dreadnoughts. They seemed to be losing. The Spirit Walker rune flipped into a new position, placing itself in conjunction with the defence rune. The Walkers moved further to the right seeking cover.

The Dreadnoughts were on the move now, heading towards the swirling melee at the ridge bottom. In his minds eye Kelmon saw the Avatar turn and shred a mighty machine as if it were made of paper. Blood and oil mixed as the man within was ripped in two.

Warlocks danced through the fray, blasting their foes with psychic bolts. Kelmon sensed the ebb and flow of their power within the runes. There was a

brief flicker of unexpected contact where he looked through the eyes of the Warlock Karhedron. He felt the shock of contact as the Warlock rammed his witchblade into the stomach of a cultist then withdrew it almost before the blood spurted.

The Rhinos started to move, rumbling forwards, bolters blazing. The hail of fire shredded through cultist and Eldar alike. It pattered off the Avatar's armour like gentle rain. When the armoured vehicles came into range the Dark Reapers moved into action. Orange contrails of rocket fire flickered hellishly, and explosions ripped the earth around the Rhinos. A direct hit reduced one vehicle to mangled wreckage.

The withering rain of missiles stopped the armoured advance. Kelmon let his attention slide elsewhere. The Screaming Banshees had reached the hillside, and their rune twisted as they charged up the slope to clear the ridgetop. The outcome of this move was strangely obscured and when they were in position he found out why.

His heart skipped a beat as he felt empathically the terror of the warrior women. Row upon row of human warriors waited and when Kelmon recognised the being that led them he realised what had hid them from his vision. A Keeper of Secrets. A Greater Daemon in the service of Slaanesh towered over the assembled throng. Jewelled eyes glittered in its bull-like head. Its huge pincer arms caressed the head of a priestess almost lovingly. It beckoned with one of its other pair of human arms and a wave of cultists surged towards the Banshees.

The dancers held their ground, vaulting among the frenzied soldiers. Their masks screamed and Kelmon could hear the high pitched wailing in his head. Men fell clutching bleeding ears, faces liquefying under the impact of high intensity ultra-sound. Then the Daemon entered the fray and the Banshees died. The creature's fury was awesome to behold.

The Slayer of Slaanesh seemed almost to gloat as it thundered through the Eldar force, pincers ripping off heads. It lifted one frail body and tossed it aside casually, like a discarded toy. Laser bolts reflected from its glowing skin. It ignored the strike of the Banshee leader's power sword before playfully disembowelling her. The Banshees tried to retreat but they were cut off by the cultists surrounding them. Mad laughter frothed from the humans' foam-flecked lips as they killed the Aspect Warriors.

Now the Keeper of Secrets emerged onto the ridge top, holding the shattered body of a Banshee over its head. It stood there silhouetted against the sunlight and roared its contempt of the enemy below. It plucked the brightly-glowing waystone from the woman's armour and popped it in its mouth like a sweetmeat. A look of obscene pleasure passed across its face as it consumed the soul contained within.

The Eldar army froze. Moans of terror issued from a few lips. A lull settled over the battlefield and even the chatter of small arms fire seemed to recede.

The Avatar turned its burning gaze on the Daemon, silently responding to its mocking challenge. The

slow drip-drip-drip of blood from its left hand intensified. Its blade glowed brightly in its clenched right fist.

Kelmon sensed that they had reached the crisis point of the battle. Two mighty probability waves were about to clash, one bringing screaming terror and defeat to his people, the other bringing joyous victory. The outcome was unclear. Forces beyond his ability to comprehend had been unleashed here.

The Daemon led its followers down the ridge. The Eldar charged to meet them. Great clouds of dust rose around the combatants. Now all subtlety was thrown aside in the primal fury of conflict. The fighting became close and deadly as the two forces mingled. The Avatar and the Keeper of Secrets ploughed towards each other, leaving red destruction in their wakes. Swooping Hawks entered the melee. The Daemon rent two Exarchs asunder before it confronted the Avatar.

The earth shook as the two mighty beings clashed. The Avatar and the Daemon wrestled, each seeking advantage. Auras of power flickered around their heads as they duelled with blades of psychic force. The Daemon's claws locked tight on the Eldar's armour, striving to crush the being within. The Bloody-Handed One's left hand closed on the Daemon's throat as it sought to strangle its foe.

Kelmon felt a surge of power as the Warlocks entered the fray. Their witch blades flashed, cutting into the daemon's hide, distracting it for a second as it lashed out with its fists, breaking bodies with each terrific blow.

For a long moment the conflict stood in the balance. The Avatar and the Daemon stood locked, straining to their uttermost, neither able to break the deadlock. Kelmon sensed the total nature of the combat. Here were two beings, driven by burning hatred, battling on every level, physical, mental, spiritual; re-enacting an old cosmic battle. Around them the struggles of man and Eldar were dwarfed by the energies unleashed. It was like two giants fighting in an ant-heap.

Slowly, painfully, the Avatar forced the Daemon back. The Daemon held its ground, but was forced to sway, curving its back away from its foe. The Avatar seemed to grow as it exerted itself more fully. Suddenly, with a final desperate surge it lifted the Daemon and broke its back over one armoured knee. A terrible psychic scream rang out. The feedback through the runes almost caused Kelmon to faint.

The Avatar stood now in the centre of battle and raised its blade in triumph. The cultists moaned, having seen their god destroyed. The Avatar glared around. Its gaze fixed on one man who fell to his knees screaming. The Avatar reached out with its bloody hand. There was a great splintering and rending of bones as the man's heart burst out through his chest and floated into the Avatar's grasp. The cultists fell back demoralised.

The battle was over. The massacre began.

Karhedron walked across the plain of ash. All around Bonesingers in wraithbone armour loomed from the twilight, their ornate helmets and baroque armour turning them into menacing spectral figures. They stood over the bodies of the Eldar dead, singing the Requiem for Fallen Heroes.

A thousand points of light glittered in the shadows transforming the battlefield into a carpet strewn with tiny stars. Each small fire was a waystone, pulsing with the soul of a slain warrior, a refuge against the ultimate death. Slowly the lights winked out as the Bonesingers reverently collected them for merger with the Infinity Circuit.

Karhedron passed the burned out remains of a fallen Spirit Walker. The machine was shattered beyond repair, its external carapace pitted with blast craters, its great head fused to molten slag. It lay on its side like the skeleton of a fallen giant.

He remembered the Spirit Walker as it had marched to battle, striding like an elegant thoroughbred, spidersilk pennons aflutter. He mourned its passing. Another artefact of ancient times destroyed, another object of irreplaceable beauty removed from the universe by the forces of senseless destruction.

He stepped over a human corpse. The man looked small and pitiful now he was dead, hands outstretched, begging for mercy he never received. His eyes were open, looking up to the unforgiving sky with an expression of shock. The Warlock bent down and closed his eyes gently, thinking that no-one should gaze out into the darkness forever.

Shocking quiet had fallen over the field now that the battle was over. Karhedron found it hard to believe that only hours earlier he had been trapped in a roaring melee, partially deafened by the clamour of battle. Now his ears seemed to ring with the absence of sound.

Nearby a Dire Avenger sat cross-legged by the body of her fallen comrade. She had removed her mask and crystal bright tears ran down her face. He knew her name was Talessa. He placed his hands on his own mask and toyed with the idea of removing it. He did not.

He knew that when he did so, the last remnants of his fighting persona would fall away and he would have to confront his own reaction to the battle. Then he too would weep. At the moment, armoured in the role of Warlock, he could ignore the worst of his sorrow.

He stalked through the aftermath of carnage, wondering if it was always like this, the grief and the hollowness of heart. He began to understand why some of the Eldar became trapped on the warrior path. Dealing with the sight of so much ruin could be too much to bear.

We have won this battle, he thought, but we can never win the war. In the end this ceaseless conflict will destroy us. Every fight leaves us diminished, a few more souls lost to the Warp forever.

He thought of Shiera, the Banshee whose waystone the daemon had devoured. That bright joyous girl would dance no more at the Feast of Forgotten Sorrows. She was gone now and a small part of the Eldar race had departed with her. The universe is colder for her passing, he thought.

All the bloodlust and the bright madness of battle had gone now. It was as if the Avatar had taken it with him when he vanished back to his nether-realm in the heart of the Craftworld.

Contemplating the darkness of spirit that the Bloody-Handed One's presence had revealed to him, Karhedron almost hated the creature. Part of him had enjoyed the battle, had revelled in the taking of life and the terrible excitement the being had led them into. The Avatar is part of us, he thought. We cannot escape that fact or shift the blame to him. We created him and we summoned him. His destructive potential is part of every Eldar. The Avatar's presence was simply an excuse for unleashing our darker selves. He is only our reflection, an incarnate nightmare of violence and death made real by our desires.

He reached the centre of the field where the remaining troops were gathered. Most of the Aspect Warriors had removed their masks, were becoming themselves again. Some sat quietly, some wept, some laughed. The faceless precision of the Aspect Squads was gone, replaced by the reactions of individual Eldar.

A group of people had gathered around the Parseer. Among their ranks Karhedron could make out the face of his mentor, Lahessa. Kelmon emerged to be greeted by their quiet approbation. His face was flushed, triumphant. He was raised on high by two Guardians, who lifted his thin, wasted body easily, and was taken down towards the bulk of the army.

Somewhere, someone struck up a tune on the splinterpipe. The wild melody drifted over the battlefield, moving slowly from a mood of melancholic sadness to exultant triumph. It was the music of survival, of people who had passed through the inferno of combat unscathed. It spoke of the strange joy of victory, of the simple gladness of being alive. It mourned the passing of the dead yet spoke to the beating hearts of the living. It said tomorrow we will grieve but tonight let us give thanks for our lives. All things pass, life goes on.

Still armoured as a Warlock, Karhedron was unmoved by this. He was frozen in the role of the hero, the eternal warrior. He confronted the Seer Lahessa. She met his gaze steadily.

'It's over,' she said. 'The time for heroes is past.'

For a long time he looked at her, wondering whether he could face being a simple mortal again, a dying thing in a dying world. The music and the message of her eyes reached out to him and Karhedron took off his mask, became truly himself again, and wept.



THE AVATAR WALKS

JES GOODWIN

THE ELDAR PATH

Eldar enjoy a naturally long life-span and can live for a thousand years or more. During this time, almost all of them pass through a series of distinct lifestyle stages, dramatically changing their social role at irregular intervals. For example, an Eldar might be a technician for a few decades before he adopts another role and becomes a warrior, following which he might choose to become a galactic trader or a colonist. Each new role does not totally replace those that went before, but merely adds to the Eldar's accumulated experience. As Eldar pass through these different stages they explore the many aspects of their own character. An Eldar of a thousand years or more will have usually experienced lots of different roles and attained a very sophisticated understanding of the universe.

This cyclical process is called the *Eldar Path*. As a social institution it evolved during the time of the decline and fall of the Eldar, when their ancient society began to break apart and the whole race seemed doomed. The fall of the Eldar was due to the intensity of the Eldar character and mind. Their heightened sensibilities offered an opportunity for intellectual and emotional gratification far beyond the sluggish human comprehension. It was uncontrolled self gratification which created the Chaos Power Slaanesh and which subsequently destroyed the old Eldar civilisation. The Eldar Path was envisaged as a way of allowing every Eldar to live within their full emotional and intellectual capacity in a safely controlled and progressive manner.

By concentrating on only one facet of their complex and overwhelming character at a time, the Eldar are free to explore that area in depth without dangers of distraction. As total awareness of each facet is achieved, the Eldar move to another, thus building a deeper understanding of the universe and their own capabilities. As an Eldar grows older and his comprehension of his own nature deepens, a wider range of more challenging roles becomes available to him. One of these is the role of Warlock - Eldar who open up their psychic minds and learn to control the forces of the warp itself. One of the most demanding of all roles is that of Warrior - the *Warrior Path* as this facet is called. An Eldar who embarks upon the Warrior Path chooses one of the many different *Warrior Aspects*, each of which is characterised by a different school of martial combat, distinctive armour, special weapons and tactics.

ONE VARIATION OF
THE SWOOPING
HAWK ASPECT'S
WARPAINT



ASPECT WARRIORS

Most Eldar follow the Path of the Warrior at some time or other during their lives. Both male and female Eldar move along the Eldar Path in the way described, so Warriors are equally likely to be male or female. An Eldar entering the *Aspect of a Warrior* assumes one of several distinct and quite separate aspects of the Warrior Path.

Each of the Warrior Aspects represents one facet, or aspect, of the Eldar god of war known as the *Bloody Handed God*. In the Eldar tongue this god is called the *Kaela Mensha Khaine*, which translates roughly as *Bloody Handed Khaine*; the word *Khaine* signifying the essence of murder. The *Bloody Handed God* embodies the destructive impulse which underlies the Eldar psyche.

The Eldar Path is designed to steer the Eldar away from this dark, self-destructive side of their character. By assuming one of the many aspects of the *Bloody Handed God*, an Aspect Warrior faces and learns to live with the inner terror which his own potential for destructive violence evokes inside him.

When an Eldar becomes an Aspect Warrior he does not cease to utilise the facets of his character which he has already developed through his progress along the Eldar Path. Indeed, he deliberately continues to pursue the arts of peace, and will typically keep on practicing and perfecting his own artistic talents. Thus Aspect Warriors form a community of practising artists, poets, orators, dancers, and musicians. This is a strong contrast between their role as fighting warriors, as indeed it is meant to be.

Because Eldar perceive everything so much more sharply than humans, the passionate excitement of fighting and killing is too much for them to tolerate for long periods at a time. Should an Eldar spend too long actively fighting in the guise of an Aspect Warrior he may find it hard, if not impossible, to ever leave the Warrior Path.

In order to counter-balance his life as a fighter, the Aspect Warrior deliberately continues to cultivate the opposite side of his nature. To demark his fighting self from his true self, he carefully cultivates a separate distinct warrior personality, embodied within the armoured fighting suit of the Aspect Warrior. Only when he wears the suit does he become an Aspect of the *Bloody Handed God* - the terrible destructive impulse of the Eldar psyche.

The donning of the war suit is an act of special significance because it symbolises the sharp division between the Eldar in normal life and the same Eldar as an Aspect Warrior. It takes several hours to perform the ancient ceremonies designed to enable the Warrior to put his own personality aside and adopt an Aspect of the War God. In his guise of Aspect Warrior he feels no guilt, remorse or pity. It is as if he were another person entirely while he wears the masked suit. When he puts the suit aside and returns to his normal life he does so in the knowledge that no matter what violent or murderous things he has done he remains untainted by them.

THE MANY ASPECTS OF THE WARRIOR

There are many different Aspects of the Bloody Handed God, each emphasising some facet of the War God's murderous character. Some of these are particular to certain Craftworlds, but the following six Aspects are common to almost all Craftworlds and account for the majority of Aspect Warriors. Their appearance, battlefield roles, and tactical preferences are described in detail in the lists that follow. Other Aspects are not covered in this list, but remain to be described as new models are released.

Dire Avengers
Howling Banshees
Striking Scorpions
Swooping Hawks
Fire Dragons
Dark Reapers

The special armour and weapons of each Aspect are kept in shrines dedicated to the Bloody Handed God. Each shrine is tended by one or more Eldar who have passed from being ordinary Aspect Warriors to become Exarchs. The same suits and equipment are used year after year, passing from one Aspect Warrior to another.

EXARCHS

Although Eldar accept that the Path of the Warrior is an essential and natural part of their nature, the blood-drenched Aspect Warrior still evokes extreme feelings of horror and repugnance which are hard for humans to fully understand. If ordinary Aspect Warriors elicit such feelings, at least it is understood that they will one day enter another cycle and put aside the warrior's suit for the final time.

Not all Eldar manage to pass beyond the Path of the Warrior. Some are unable to resist the passionate lure of battle and develop an unquenchable lust for blood-letting. They become trapped in the role they have chosen, unable to escape from the Aspects of the War God they represent. These Eldar are called *Exarchs*. They are regarded with a disturbing mixture of awe and revulsion.

Exarchs are held in awe because they single-mindedly pursue a side of their nature which most Eldar fear to even contemplate. On the other hand they are pitied because they have deserted the Eldar Path with its promise of new experience and constant development in favour of a life of bloodshed and battle. Perhaps, most horrifying of all to the Eldar mind, is the knowledge that every one of them holds the potential to become an Exarch, to lose their way along the Eldar Path and become addicted to their own lust for blood and death which only being an Exarch can truly satisfy.

Although only a few Eldar become trapped in the Aspect of the Warrior, it is not unknown for others to desert the Eldar Path for one reason or another. The intensely capable Eldar mind sometimes rebels against the highly structured delineation of achievement which the Eldar Path offers. Others find they are insufficiently prepared



for a role they have chosen and they become so obsessed by it that they can never leave. Without the protection of the Eldar Path individuals are likely to be driven crazy and eventually succumb to self-destructive urges. The Eldar Harlequins are one specific example of individuals who have left the Eldar Path. The Exarchs are another form of this same universal peril - although in this case they have a special place within society. The worst fate of all is known as the Path of Damnation - but of this aberration no Eldar will speak and so almost nothing is known. Regarding this and many other subtleties of the Eldar Path we shall have much to say in the future.

EXARCHS AND THEIR WARRIOR ASPECTS

Exarchs sometimes remain trapped within the Path of the Warrior but continue to cycle from one Aspect to another. When they go to war this enables them to wear one of two or more armoured suits representing the different Aspects they have undertaken. Similarly, they choose weaponry appropriate to any of these Aspects. Exarchs who continue to cycle in this manner are sometimes called the Lost Warriors - or *Menshad Korum* - which roughly translates as, 'hunters in pursuit of themselves'.

In most cases however, Exarchs cease to change their Warrior Aspect once they become Exarchs, although they may pass through several cycles as different Aspect Warriors before they are finally trapped by the Warrior Path. The Eldar then becomes an Exarch of his final Warrior Aspect, a Fire Dragon Warrior can thus become a

Fire Dragon Exarch, or a Dire Avenger Warrior a Dire Avenger Exarch. He still retains all the battle-skills he has learned in any previous Warrior Aspects, so Exarchs tend to have a broader understanding of the Path of the Warrior than ordinary Aspect Warriors.

When he becomes an Exarch the Eldar assumes one of the ancient names which reflects his particular Aspect. For example, Horned Serpent, Gleaming Scale, and Slicing Fang are all names which have been assumed by Fire Dragon Exarchs. These names are particular to specific Craftworlds and specific shrines to the War God within each Craftworld.

Only one Exarch can bear a particular name at once. The name is associated with a set of Exarch armour which the Exarch wears in battle. Only if the Exarch is killed can another Aspect Warrior take the same armoured suit and name. Although the same suit is thereby worn by many Exarchs over thousands of years, the result is to continue the legendary life of the single heroic identity represented by that suit and name. This assumption of an ancient heroic identity emphasises the break with the Eldar's old life and the Eldar Path.

The Exarch's fighting suit is an elaborate and superior version of that worn by the ordinary members of his Warrior Aspect. Their very age means that they preserve much ancient workmanship, long-abandoned decorative styles, and various emblems and ornamentation which may now mean nothing to a typical Eldar.

Worked into the suit is a spirit-stone containing the spirit of the very first hero to have worn it, the Eldar whose name all subsequent Exarchs have perpetuated. When the Exarch enters the suit it is this spirit which merges with his own, adding its own accumulated memories and experiences to his. This enables the Eldar to understand much about the ancient weaponry and armour he is using, as well as giving him general knowledge about the distant times when the hero was alive. In this way, the Exarch is initiated into one of the most closely guarded of all Eldar secrets - the origin of the Exarchs during the time of the fall of the Eldar itself.

EXARCHS AND THE SHRINES OF THE WAR GOD

When Exarchs are not fighting they tend the shrines of the Bloody Handed God. Each Warrior Aspect usually has a single shrine on the Craftworld. Some Craftworlds have more than one shrine to a particular Aspect, others may lack an Aspect altogether. There are therefore six shrines on a typical Craftworld - a Dire Avenger shrine, a Howling Banshee shrine, a Stinging Scorpion shrine, and so on.

These shrines are not just holy places, they are also armouries and places where the warriors learn martial arts and complete their weapon training. It is to these shrines that the Exarchs and Aspect Warriors gather when they are called to war, where they undergo the ritual transformation which culminates in the assumption of their warrior identities. The Exarchs are priests of the Bloody Handed God but they are also armourers and instructors who are responsible for maintaining the shrine's war gear and training the Aspect Warriors.

AVATARS

When Kaela Mensha Khaine, the Bloody Handed God of the Eldar, fought with Slaanesh the Lord of Pleasure, he was quickly overwhelmed and his energy captured by the newborn God. For the Bloody Handed God was as much a part of Slaanesh as of Khorne - being a product of that part of the Eldar nature which finds gratification in murder and pleasure in bloody violence. Khorne the Blood God, the Patron of War, Murder and Battle, roared with rage to discover one of his own taken from him in this way. Then Khorne and Slaanesh clashed headlong, the Blood God fighting to recover the portion of his power that had been robbed from him, Slaanesh driven by his uncontrollable hunger to consume everything in his path. The Bloody Handed God of the Eldar was tossed this way and that, at first grasped by Slaanesh, then tugged back into the compass of Khorne.

Eventually the rage of the Blood God and the passion of the Lord of Pleasure were exhausted, and the boundaries between them were established. Like a leaf in the eye of a hurricane, Kaela Mensha Khaine fell among the calm, down through the Realm of Chaos and into the material universe. As he entered the material universe he divided into many shards of energy, scattering his power so that neither Khorne or Slaanesh could ever find him again. Each shard entered the body of an Eldar, filling the body with his own mind, possessing it, so that it became a virtually indestructible blood-lusting murderer - the material manifestation of the Bloody Handed God. These are the *Avatars of the Bloody Handed God*.

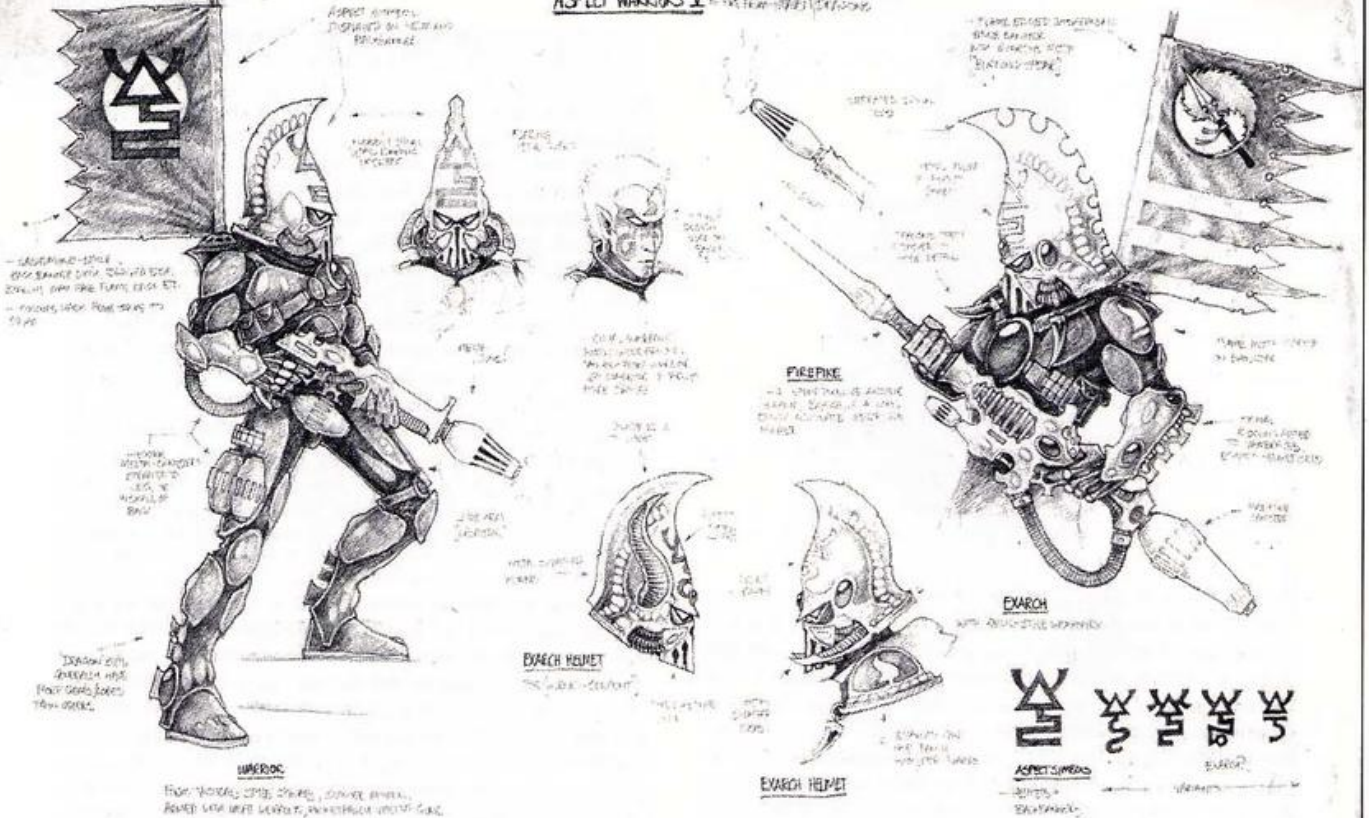
THE THRONE OF THE WAR GOD

At the core of every Craftworld is a sealed chamber. Inside this chamber, upon a throne of smouldering iron, sits an Avatar of the Bloody Handed God. The Avatar is as still as a statue of ancient metal, pitted with age and encrusted with the patina of corrosion. His eyes reveal only an empty darkness as if his whole body were a hollow metal shell. The chamber is built of gleaming wraithbone whose skeletal structure stretches throughout the entire Craftworld, its strands connecting every part of the Craftworld to the throne.

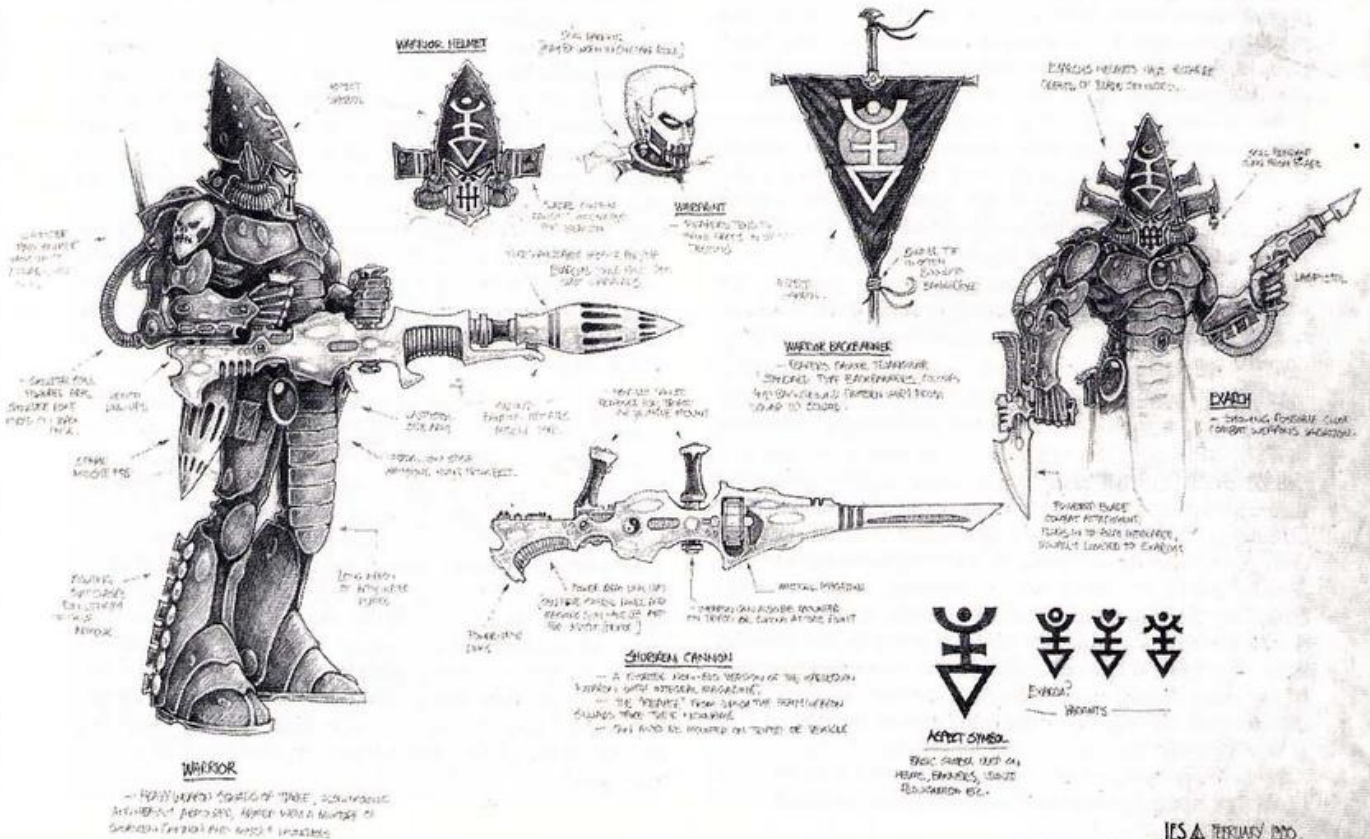
When the Eldar prepare for war the metal body of the Avatar begins to glow as the heat of his fiery blood is kindled. His metal heart begins to quicken and his iron flesh starts to pulse with life. Liquid iron boils through his veins, and his whole body crackles and hisses like a furnace. When he stirs upon his throne Exarchs and Aspect Warriors all over the Craftworld feel the vibrations reverberate through the gleaming threads of wraithbone which spread like naked ribs throughout its caverns and chambers. Recognising the Avatar's battle-call, the Exarchs and Aspect Warriors hurry to the shrines of the War God to begin the rituals of preparation.

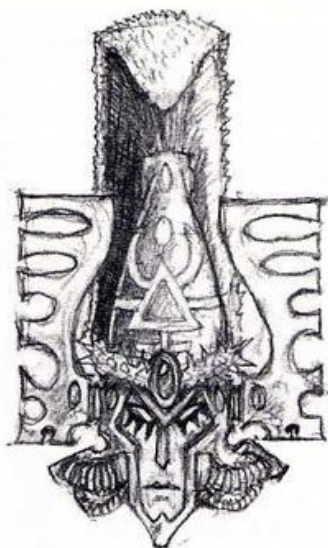
As the Avatar's first stirrings are felt, the oldest Exarchs - one from each of the principal shrines on the Craftworld - gather outside the chamber and begin the ritual of Awakening. They wear their ritual masks and armour. They are accompanied by another Exarch called the *Young King*. The Young King is selected every year by the ritual divination of the Craftworld's Farseers - the psykers who guide the Craftworld's political decisions. The position is held only for one year, after which the

ASPECT WARRIORS II - THE FEARFUL DEATHS



ASPECT WARRIORS III - FEARFUL





JES GOODWIN

THE AVATAR WALKS

The Avatar's previously empty shell is now filled with a powerful energy. His eyes glow like coals and as he moves his whole surface crackles and spits like smouldering metal. Molten iron flows through his veins and bubbles of fiery ichor burst and solidify upon his skin. Dark tendrils of smoke and flying cinder enwreath him. Mixed with the hot smell of brazure and coal is the unmistakable taint of blood. He wears the mantle fastened upon his shoulder with its dagger-pin. His long powerful arms are covered with blood up to his elbows. Thick red blood oozes from his hands and drips from his fingers and leaving steaming red droplets behind him. In his right hand he carries the Doom that Wails. The runes etched upon it appear to writhe and struggle inside the weapon, as if tortured by the heat of the Avatar's bloody grasp. Of the Young King there remains no trace - unless it is the sickly seeping blood that drips from the Avatar's gory arms.

The Avatar's outer shell resembles a suit of war armour and is encrusted with individual spirit-stones which pulsate with vermillion light. These contain the spirits of all the Young Kings that have ever entered the chamber. The personalities and memories these spirit-stones contain fortify the Avatar and enable him to call upon the experiences of the Young Kings themselves. In a sense, therefore, Exarchs who become Avatars never die - they are united with the Avatar himself and continue to live in him forever.

SEERS

All Eldar are incredibly sensitive to psychic energies and can manipulate these energies to a certain extent. However, every Eldar fully realises the inherent dangers of using psychic power without the preparation of proper training and experience. Uncontrolled psychic emanations can attract daemons and cause rifts in the warp through which malevolent forces move into the material universe. Because of this most Eldar deliberately choose to suppress any psychic tendencies they have. Only Eldar who have passed through many stages of the Eldar Path are likely to feel sufficiently confident of their mastery over their own minds to develop their psychic powers in an open way. These Eldar are known as *Seers* and they are said to follow the *Path of the Seer* or the *Witch Path*.

Seers learn how to develop their powers by means of special *Seer Runes*. These runic shapes are made from wraithbone and are usually kept in a special bag or case. Sets of Runes may be thousands of years old, and are passed on from one Seer to another, often with the addition of new Runes invented by his predecessor. Seers also wear spirit-stones containing the dead spirits of Eldar Seers. These are the Seer's spirit-guides - their purpose is to guide him along the Path of the Seer and protect him from the dangers of the warp. It is these spirits which gather the power of the warp and channel it through the Runes to provide his psychic energy. In this way the Runes and spirit-stones act as psychic fuses, protecting the vulnerable Eldar mind from the awesome power of the warp.

Exarch steps down and another Young King is elected. The Awakening ceremony begins as the Young King is ritually disrobed and his body painted in blood with the runes of Kaela Mensha Khaine - weaving shapes that evoke the annual orbit of the sun, its rise in the solar dawn and its inevitable autumnal fall. With due ceremony the Exarchs bring the ritual regalia of the Avatar from its place in the various shrines of the War God, and present it to the Young King. Across his shoulders is draped the long mantle fastened by its golden pin. In his right hand he carries the long dark weapon of the Avatar - the *Siun Daellae* - the Doom that Wails. Into his hand is pressed the *Cup of Criel* - the bloody cup containing blood drawn from his own body.

The six Exarchs, the Young King, and a huge choir of Eldar Seers position themselves outside the massive bronze doors of the throne room, watching as its ancient metal grows hotter and starts to glow with a ruddy light. Behind them the Seer Choir sings the Hymn of Blood and the Exarchs take up its cry. From within the chamber come sounds of splintering metal and cracking flame. Very slowly the bronze doors begin to open. The interior is filled with brightness, in the very centre of which is the iron throne and, sat upon it, the Avatar himself, a great dark shadow amongst the unbearable light. The Young King steps inside as the Hymn of Blood reaches a crescendo of ritualised screams, seemingly random, but actually as carefully orchestrated and rehearsed as the rest of the ceremony. Slowly and deliberately the brazen doors close.

The music and the singing cease and the noises within the chamber become dull and bass like the sound of distant thunder. The Exarchs join hands forming a continuous circuit and begin their vigil. Groups of Exarchs take it in turns to maintain a continuous humming chant. Sometimes they must wait for several days, but usually an hour or two elapses before the Avatar awakes. He awakes without any warning. Suddenly there is a loud inhuman scream and the bronze doors are thrown aside by an explosion of energy and light. The Exarchs struggle against the hurricane of force, trying desperately to remain on their feet and maintain their closed circle. The Avatar walks from his throne and at that moment in shrines throughout the Craftworld the Aspect Warriors don their helmets in the culmination of a ritual that has paralleled that before the throne room.

Every Seer explores his psychic potential in his own way. Some learn how to manipulate objects by kinetic forces, for example, and use these powers to create living symphonies of shape and movement. Some learn how to use empathic powers to heal or council others. The range of abilities is vast and will depend to a large extent on the roles already explored along the Eldar Path. An Eldar who has enjoyed a career as an engineer, for example, may learn how to apply his psychic skills to the structuring and arrangement of matter into buildings or bridges.

WARLOCKS

The vast majority of Seers are unable to develop their powers in any militaristically useful way, and their powers are wholly restricted to peaceful or artistic purposes. These individuals can still fight in the Guardian Squads, but their abilities are not used in anger any more than are the abilities of other Eldar pursuing a career on the Eldar Path. However, Seers who have previously fought as Aspect Warriors can and do fight on the battlefield and are known as *Warlocks*. Because of their experiences as Aspect Warriors, they are able to develop combative psychic powers. Not all Seers who have been Aspect Warriors choose to develop this side of their nature. Indeed, many Seers regard it as a potentially dangerous and slightly unhealthy thing to do so.

When the Avatar stirs upon his throne and the Aspect Warriors make for their shrines to take up their battle gear, a Seer can also go to the shrine of his old Warrior Aspect. Although no longer treading the Warrior Path, he will be welcomed as a brother and invited to join in the ritual. He does not put on the weapons or armour of the Aspect Warrior, but when the time comes to put on masks, he is offered a special Warlock mask from the shrine. If he feels able to fight he accepts the mask and in doing so he recreates the two-fold division of his mind into self and warrior. He can only do this because he has already undergone the training necessary as an Aspect Warrior. He can always refuse the mask in the final event and his doing so brings no shame upon him.

Warlocks wear *Rune Armour* consisting of breast-plates, bangles, and other ornaments made from wraithbone. These runic shapes are interwoven with spirit-stones, creating an energised psychic field which protects the Warlock from harm.

FARSEERS

After a number of years Seers usually pass on to some other life to continue their exploration of the rich possibilities of the Eldar Path. However, a Seer can give up the endless cycle of the Eldar Path and instead become a *Farseer*. Once an Eldar becomes a Farseer he is trapped upon the Witch Path and unable to change his future role. He uses his remaining years to learn and explore more about psychic power. Farseers spend much of their time casting the Seer Runes and making endless calculations and prognostications, trying to guide the fortunes of the Craftworld and anticipate any future difficulties. Because the calculations of the Farseers may



WARLOCK WITH FORCE STAFF

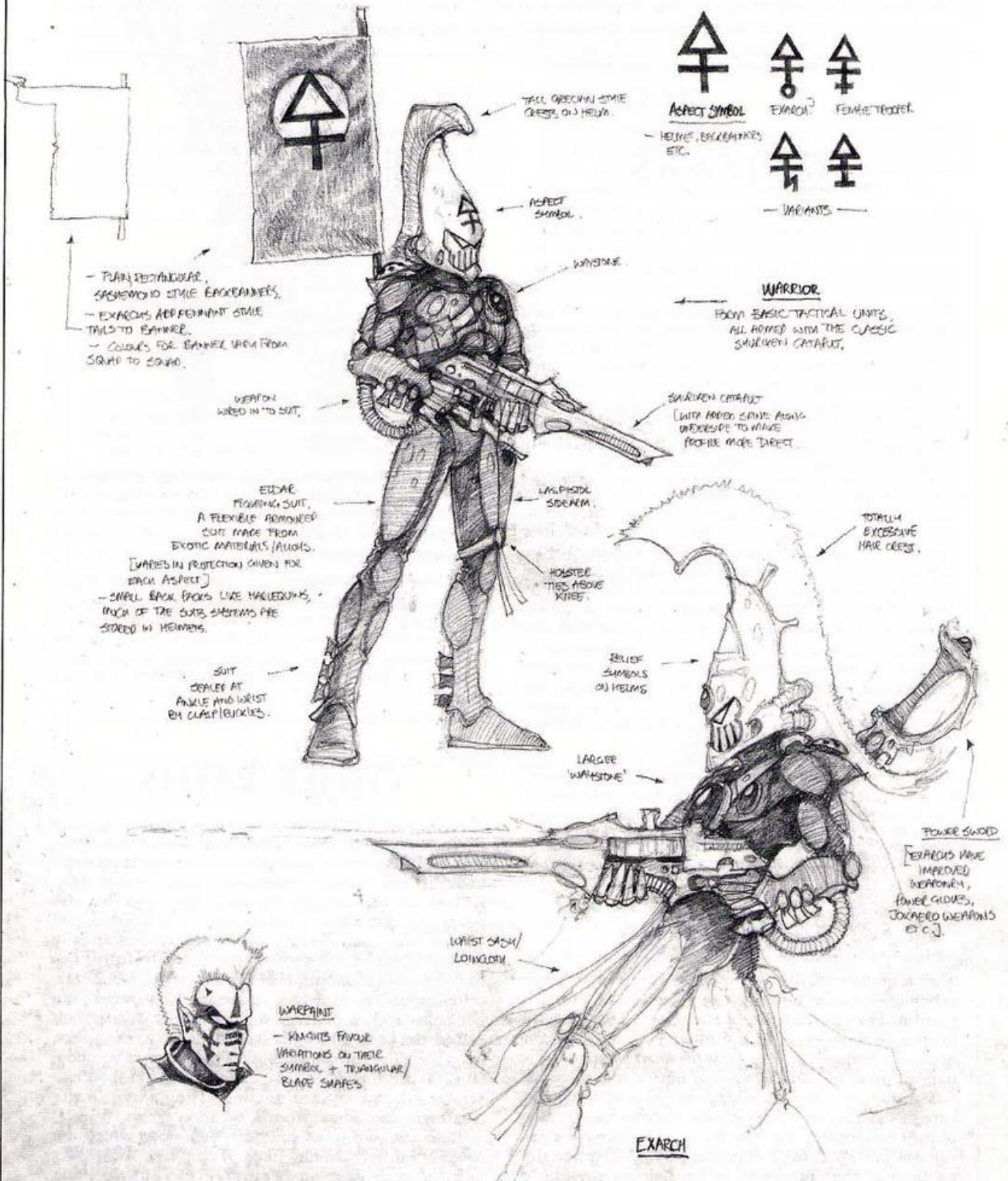
be based upon predicted events happening hundreds of years in the future, their immediate effect is rather hard to determine. However, the Eldar consider Farseers to be a vital part of their Craftworld, basing all of their political decisions around their predictions.

The Eldar Army is sometimes accompanied by a single Farseer - more cannot be spared from their task of guiding the future of the Craftworld. Their powers are greater even than those of the Warlocks but are mostly concentrated on casting the Seer Runes to determine courses of action which will be most fortunate for the army.

OTHER PATHS

The Paths of the Warrior and Seer are just two of the many roles which Eldar can assume during their lives. Some of these roles are quite clearly defined, with traditions and ritualised behaviour patterns of their own. Others are less structured and therefore offer less guidance - they allow a certain amount of freedom and rely on the inner strength that the Eldar has already attained. These roles allow the Eldar to fulfill the functions of technicians, civil administrators, fabricators, colonists, traders, explorers, and so on. However, we are not immediately concerned with these other Eldar as their part on the battlefield is not directly linked to their place upon the Eldar Path. Regardless of their current vocation, all Eldar are trained to take their position in the Eldar armies when they are needed. They serve in the Guardians as combat troops, weapon crews, drivers, technicians, and in all the other functions which are necessary to any fighting force. If danger is sufficiently pressing, every Eldar on a Craftworld can pick up a gun and rally to his or her designated Guardian unit.

ASPECT WARRIORS III - KNIGHTS / WARRIORS OF DATA / MORTAL MAGES / MENTORS / ABIGAIL SPIRIT.



THE ELDAR ARMY

An Eldar force represents troops drawn from a particular Eldar Craftworld. Troops are chosen by the player from among those available, and the total number will depend very much on his objectives and tactics.

CHOOSING THE ARMY

The player represents the Avatar of the Bloody Handed God from a particular Craftworld. Although he may not appear in the army himself, he selects the troops which form the army, bearing in mind tactical objectives and the

nature of his enemy. The army is chosen from the list below. It is up to you and your opponent to decide the total points value of the opposing armies, but we recommend 1000 points for an evening's play.

UP TO 1 AVATAR

AVATAR 300 POINTS

The army can include the Avatar but does not need to do so - the Avatar might be committed elsewhere or he might not consider his presence to be necessary. If present the Avatar represents the player himself. He commands the entire force and is also one of its most potent elements.

ANY NUMBER OF ASPECT WARRIOR SQUADS

DIRE AVENGERS..... 160 POINTS PER SQUAD

FIRE DRAGONS..... 160 POINTS PER SQUAD

HOWLING BANSHEES..... 180 POINTS PER SQUAD

STRIKING SCORPIONS..... 180 POINTS PER SQUAD

SWOOPING HAWKS..... 210 POINTS PER SQUAD

DARK REAPERS..... 210 POINTS PER SQUAD

The army can include any number of Aspect Warrior Squads. Each Squad consists of Eldar belonging to one or other of the Warrior Aspects. There is no need for all Squads to belong to any particular Aspect - the player has a free hand to choose which Aspects he considers most appropriate to fight the coming encounter.

ANY NUMBER OF EXARCHS UP TO A TOTAL OF 1 PER ASPECT WARRIOR SQUAD

EXARCH 80 POINTS EACH + 25 POINT OPTIONAL WEAPON

The army can include up to 1 Exarch corresponding to each Aspect Warrior Squad. These powerful warriors provide the fighting core of the army and can be used on their own or as leaders of Aspect Warriors.

ANY NUMBER OF GUARDIAN SQUADS

GUARDIAN SQUAD 60 POINTS EACH + WEAPON UPGRADES

The army can include any number of Guardian Squads drawn from Eldar throughout the Craftworld and its associated colonies.

ELDAR SUPPORT TEAMS UP TO A TOTAL NUMBER EQUAL TO THE NUMBER OF ELDAR SQUADS

HEAVY PLASMA..... 80 POINTS

SCATTER LASER..... 60 POINTS

LASCANNON..... 120 POINTS

DISTORT CANNON..... 150 POINTS

The army can include Support Teams drawn from the Craftworld. These units bring heavy support weapons onto the battlefield in order to back up other units of more lightly armed troops. Up to 1 Support Team can be included in the army for every Aspect Warrior Squad and Guardian Squad it contains. Thus if the army has a total of 4 of these Squads it may have up to 4 Support Teams.

ANY NUMBER OF WARLOCKS

WARLOCK 100 POINTS + 25 POINTS PER ABILITY

The army can include any number of Warlocks. The total number is limited only by their points value - but as many of their powers are almost useless in isolation it is necessary to get a good balance of Warlocks and other troops.

UP TO 1 FARSEER

FARSEER 100 POINTS + 25 POINTS PER ABILITY

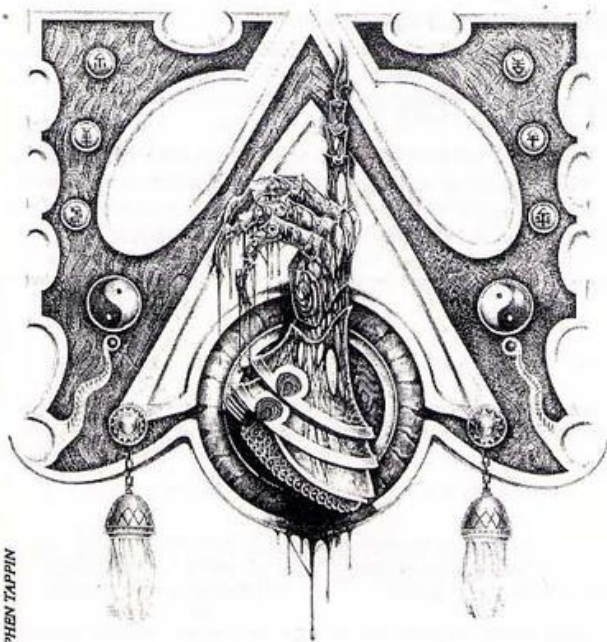
The army may include a single Farseer. Farseers are the most potent of all Eldar psykers and their presence on the battlefield will affect the fighting abilities of the entire force.

UP TO ONE HARLEQUIN TROUPE

A single Harlequin Troupe may be chosen to accompany the army. The Troupe may be chosen from the separate Harlequin Army List in the *Warhammer 40,000 Compendium* or *White Dwarfs* 105 - 106.

THE AVATAR

Points Value 300



The Avatar represents the incarnation of the Bloody Handed God Kaela Mensha Khaine aroused from his throne of smouldering iron to lead the Eldar into war.

If he is present in the army the Avatar also represents the player as commander of the entire force - it is his responsibility whether the army succeeds or fails. Which troops he chooses from those available are as much part of winning the battle as how the army is deployed and manoeuvred once the battle has begun.

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
6	D6+4	D6+4	D4+4	D4+4	D4+3	D4+6	D4+1	10	10	10	10

Each Avatar's profile is unique - the Avatar from one Craftworld will have an entirely different profile to one from another. The player randomly determines the profile for the Avatar model before the first game, and may then continue to use the same Avatar for future battles. Alternatively, the old Avatar may be abandoned and a new profile generated before the next game.

Armour

The Avatar has a D6 saving throw of 2 or more on a D6 and always confers a save of at least 4, 5 or 6 irrespective of any modifiers.

For example, an Avatar hit by a Las-cannon has a saving throw of 4, 5 or 6, even though a -6 modifier is normally applied. Another effect of the Avatar's hardened exterior is that he cannot sustain more than D4 wounds from a single hit. If the number of wounds caused by a particular weapon or enemy is more than D4 (such as D6, 2D6, or D10) then a D4 is rolled instead.

Weapon

The Avatar is armed with a ritual weapon - the *Suin Daellae* - the Doom that Wails. This weapon can appear in many guises - as a sword, a spear, or an axe for example. In hand-to-hand combat the Avatar fights using the *Suin Daellae* and has the specified number of attacks at his own strength. The enemy's D6 saving throw rolls are reduced by -6 and will therefore always fail unless the target has a minimum save value (as the Avatar himself for example).

Psychology

The Avatar cannot be affected by psychology of any kind and cannot be routed. He causes *fear* in all living opponents.

Special Invulnerabilities

The Avatar does not need fresh air to breathe and so is unaffected by gas weapons of any kind. His supernatural metabolism is red-hot, so melta weapons, plasma weapons and flamers are less effective than normal against him. This includes equivalent grenade types. Work out hits and damage as normal, but do not apply the armour save modifiers - all hits from melta, plasma or flamer weapons are therefore saved on a 2 or more.

Powers

As the manifestation of the Bloody Handed God, the Avatar has D4 special *Warrior Powers*. The number of these is randomly generated, and each Warrior Power is generated from the Warrior Power Table at the end of these lists. These Warrior Powers are unique to the Eldar race and only the Avatar can have more than 1.

Loss of the Avatar

The Avatar represents far more than just the commander of the army. He is the Bloody Handed God himself, and the focus of the power inherent in all the Aspect Warriors.

If the Avatar is slain in battle this is a calamitous event for the Eldar. The Avatar himself seems to fade and evaporate before he disappears altogether. In fact he is drawn back to his Craftworld by means of a permanent warp-link between himself and his iron throne. Meanwhile, the Eldar forces remaining on the battlefield are thrown into disarray by his loss. An immediate rout test must be taken by each unit, vehicle and character model.

THE ELDAR MOONS

Although the whereabouts of the original Eldar homeworld is lost, it is known that the world had three moons: Lileath the Maiden Moon which was white, Kurnous the Hunter's Moon which was greenish and dim, and Eldanesh the Red Moon. According to the legends embodied in *Dance of Asuryan*, when Khaine slew Eldanesh the dead Eldar Lord was turned into a moon and coloured blood red in memory of Khaine's bloody-handed deed. The moon is always said to be a symbol of bad fortune and even today the Eldar regard the symbol of the red moon as a portent of disaster.

DIRE AVENGER ASPECT WARRIORS

Points Value 160

The Dire Avengers cultivate the Aspect of the War God as the embodiment of the noble warrior - merciless to his enemies and unstinting in his devotion to his own people. They are the most flexible and therefore the most tactically ubiquitous of all Aspect Warriors. Dire Avengers are armed with the deadly Shuriken Catapult - the weapon which most readily characterises the Eldar as war. They wear special armour called *Avenger Armour*, composed of many interlocking flexible plates and coloured mostly blue with detailing and badges of a distinctive contrasting colour such as yellow. Each Squad wears its own variation of the basic colour scheme which identifies it in battle.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	6	1	9	9	9	9

Each Dire Avenger Squad consists of 5 Dire Avenger Warriors and costs 160 points.

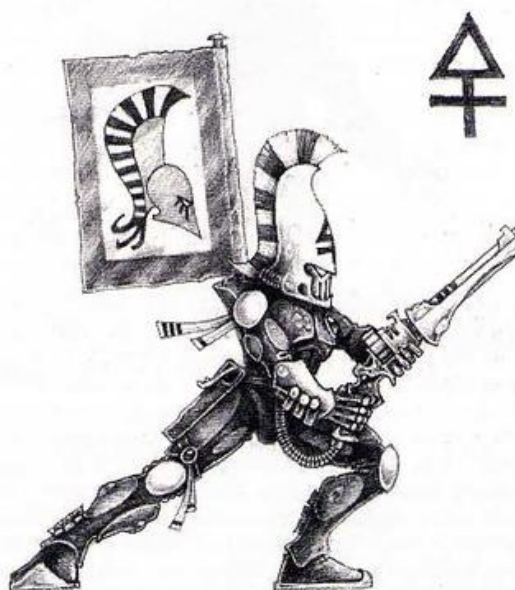
All Avengers are identically equipped as follows.

Weapons

The Avenger carries a Shuriken Catapult - the archetypal weapon associated with the most renowned Eldar Warriors. A Laspistol is also carried for fighting in close combat. Eldar Laspistols are often very ornate and elegant weapons of great antiquity and beauty.

Avenger Armour

This confers a basic saving throw of 4, 5 or 6.



JES GOODWIN

FIRE DRAGON ASPECT WARRIORS

Points Value 160

Because Fire Dragon Warriors are heavily armoured they are less agile than other Aspect Warriors, although this is more than made up for by their greater level of protection. Their whole style of dress and warfare emulates the mythical beast that gives them their name. Even their armour is distinctively knobbly and spiny, and has a rather reptilian look to it. They are armed with devastating heat-blasting Meltaguns whose smoking nozzles and searing beams of heat make them look even more like Dragons. Dragon Armour is always a fiery colour such as red or flaming orange, and varies from squad to squad, each having its own distinctive pattern.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	4	1	9	9	9	9

Each Fire Dragon Squad consists of 5 Fire Dragon Warriors and costs 160 points.

All Fire Dragon Warriors are identically equipped with:

Dragon Armour

Conferring a basic saving throw of 3, 4, 5 or 6.

Weapons

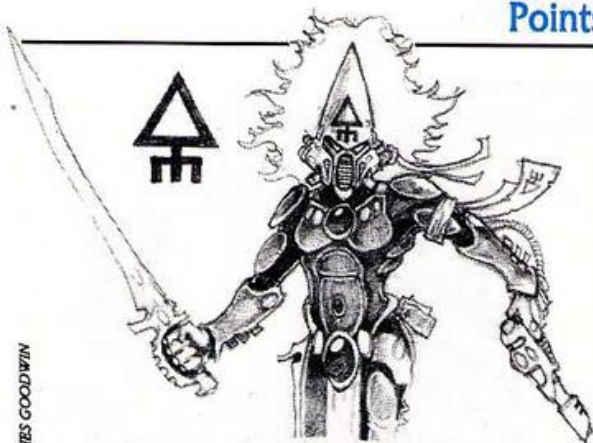
The Fire Dragon Warrior is armed with a Meltagun and a Laspistol for hand-to-hand fighting.



JES GOODWIN

HOWLING BANSHEE ASPECT WARRIORS

Points Value 180



The Howling Banshee Warriors are the most lightly equipped of all the Aspect Warriors. They are swift and highly mobile troops and are most effective when fighting at close quarters. They derive their name from the Banshee Masks which they wear. These Masks contain a special sonic amplifier which intensifies their screaming battle cry and raises its pitch to a piercing shriek. Many Howling Banshee Warriors are female - as indeed are many of the fighting troops of the Eldar. Their Banshee Armour is a light bone or off-white colour with detail in a striking contrasting colour and design unique to each Squad. The helmet has a large, wild mane of hair which is usually red or bright orange.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	4	3	3	1	6	1	9	9	9	9

Each Howling Banshee Squad consists of 5 Howling Banshee Warriors and costs 180 points.

BANSHEE MASK

The Banshee Mask of the Howling Banshee Warriors contains a special psychosonic amplifier. This weapon amplifies the psychic sensations of rage which the Banshees evoke by means of their piercing battle cry. The sound of the howl itself is amplified, raised in pitch and added to the psychic barrage to make the overall effect even more devastating. Howling Banshees are trained how to release their rage as they charge into combat, and taught how to focus and project the resultant psychic scream against their enemies. Those who are fully exposed to this psychic scream suffer almost total paralysis as their central nervous system is flooded with unbearable levels of psychic energy.



He found her in the arbor, gazing into the heart of a purple iris. She silently acknowledged his approach, continuing to study the delicate dark petals of the flower. Elshar expected no more greeting. Since he had become trapped in the Aspect of the Warrior his feelings for Irillith had lessened to such a point that he could now barely remember them. Their paths had forked apart, but he still felt respect for her. She was a fine warrior, an honour to her Aspect.

All the Eldar sensed the growing tension which heralded the awakening of the Avatar and the summoning of the Aspect Warriors. A time of darkness and blood, a time when they had to trust their darker sides to preserve them from evil. He supposed she resented it, or was saddened by it, while he, as an Exarch, welcomed the coming conflict. He found peace-time monotonous, only the thrill of battle made him feel truly alive. He was like a hunting hound being taken out to the chase.

'You've heard the news?' he asked her.

She shivered slightly at the rhetorical question, and turned to face him, her dark hair gliding over her shoulders.

'Yes, we go to fight again. The wraithbone hums with the message of war. I feel... him. He is beginning to wake. Soon I shall be assuming my Aspect, and you... Do we need to say farewell Elshar, or will you even care to remember me?'

All Howling Banshees are identically equipped in the traditional and highly ritualised regalia of the Howling Banshee Warrior. This consists of:

Weapons

Howling Banshees carry a Power Sword and a Laspistol.

Banshee Armour

Conferring a basic saving throw of 4, 5 or 6.

Banshee Mask

Because they wear a Banshee Mask the Howling Banshee Warriors can utter a psychic scream when they charge into combat. This has the effect of stunning the central nervous system of their target.

The target may neither run away nor stand and fire at the charging Banshee Warrior, but is obliged to hold his ground. Furthermore, the target may not attack during the first round of combat unless the player succeeds in rolling a 6 on a D6. This does not affect the target's ability to defend itself as normal.

The Banshee Mask is only effective when the Howling Banshee charges - it has no effect if the Howling Banshee is charged by an enemy model. In the second and subsequent rounds of a close combat engagement the Mask also has no effect.

STRIKING SCORPION ASPECT WARRIORS

Points Value 180



JES GOODWIN

The Striking Scorpion Warriors are the most powerful of all hand-to-hand fighting Aspect Warriors. Their special Scorpion Armour and curving helmets emphasise the resemblance with the deadly creature after which they are named. The curving mandibles on their helmets conceal special weapons called *Mandiblasters* - these provide the deadly sting which is the unmistakable mark of the Striking Scorpion. Scorpion Armour is generally green, but often combines various shades of green together with detail in yellow, black or orange. Each Squad is identified by its own unique interpretation of this basic colour scheme.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	6	1	9	9	9	9

Each Striking Scorpion Squad consists of 5 Striking Scorpion Warriors and costs 180 points.

All Striking Scorpions are identically equipped with the traditional and highly ritualised regalia of the Striking Scorpion Warrior. This consists of:

Scorpion Armour

Conferring a basic saving throw of 3, 4, 5 or 6.

Weapons

The Striking Scorpion Warrior carries a Chainsword and Shuriken Pistol.

Mandiblasters

The helmet of a Striking Scorpion Warrior incorporates mandible-like nozzles which conceal a deadly combination of weapons. This is the Mandiblasters - or the Sting of the Scorpion! If the Scorpion Warrior strikes at least 1 close combat hit with normal weapons, then he can follow up with a single special Mandiblasters attack. It does not matter if their normal hit or hits fail to cause damage or if the target subsequently saves thanks to its armour - the Mandiblasters attack still proceeds so long as at least 1 hit is scored.

Searing laser arcs leap from the Striking Scorpion's helmet mandibles and send jets of laser energy into the already weakened target. The Mandiblasters attack automatically hits - there is no need to roll a dice. Roll a D6. If the total score is equal to or more than the target's toughness 1 wound is sustained. Saving throws from Mandiblasters attacks are resolved with a -2 dice modifier.

MANDIBLASTERS

The helmets of the Striking Scorpions incorporate a pair of weapon pods positioned and shaped much like the mandibles of a Scorpion. Each pod houses a mandiblasters - or Mandiblasters - a unique and deadly device also known as the Sting of the Scorpion. The Mandiblasters is an extremely short range weapon, useful only at a distance of a foot or so. It is activated by a psychic pick-up in the helmet, and fires a stream of tiny metallic needles straight forward into the target. These needles cannot do much damage themselves, although in the case of unarmoured targets they can tear and lacerate flesh, but rather they act as a conductive medium through which the Striking Scorpion delivers an intense laser energy sting. This laser energy vaporises the tiny slivers of metal into plasma which rips straight into the target. The Mandiblasters is a highly effective secondary weapon which is designed to be used to follow up a successful blow from another weapon. It is brought into play while the Aspect Warrior's opponent is still reeling from the effects of a conventional attack, enabling the Eldar to get in close to deliver a vital attack before the enemy can recover and while he is most vulnerable.



KEVIN WALKER

SWOOPING HAWK ASPECT WARRIORS

Points Value 210



The Swooping Hawk Warriors wear a special winged harness which enables them to fly through the air - making them the swiftest and most mobile of all Eldar Warriors. Their Hawk Armour and much of their equipment is made from a cellular material full of tiny air-pockets much like the bones of birds; this makes it extremely light without affecting its outward appearance. One of their favourite tactics is to drop grenades from special launcher packs as they fly over enemy units. Hawk Armour is basically light grey, and each squad has details, badges and usually a helmet, of a different colour. The wings, and especially the outer span of feathers, are also coloured either in a single solid colour or two or more contrasting colours forming a readily identifiable pattern.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	6	1	9	9	9	9

Each Swooping Hawk Squad consists of 5 Swooping Hawks and costs 210 points. All Swooping Hawks are identically equipped with the armour and weapons of the Swooping Hawk Warrior consisting of:

Hawk Armour

Conferring a basic saving throw of 5 or 6.

Weapons

The Swooping Hawk Warrior carries a Lasgun, a Laspistol and a special grenade launcher pack. This grenade pack is fastened to the Eldar's leg in such a way that it releases grenades downwards while the Eldar is in the air. Single grenades can also be taken from the pack and thrown normally. During flight the Eldar can drop up to 3 grenades anywhere directly underneath his flight path. Work out hits exactly as for grenades thrown at point blank range. Grenade launcher packs are fitted with Krak and Frag grenades, and can be used to launch either type or a mixture of both as the Eldar flies. It is most convenient to work out grenade drops during the Eldar's movement rather than in the shooting phase. Dropping grenades from the air does not count as shooting - the Eldar can still shoot his Lasgun in the shooting phase.

Wings

The Swooping Hawks' wings are in fact a sophisticated combination of anti-gravity lifter and jet propulsion motors. The wings themselves form the control surfaces and enable the Eldar to glide for short distances. Swooping Hawks can use their wings to make a long aerial leap during their movement phase instead of a normal move. The following rules apply:

1. The leap begins and ends on the ground - the model cannot remain in the air from one turn to the next.
2. The leap is always made in a straight line and must be between 6" and 18" in length.
3. No Eldar model may land within 1" of any cover, a wood, building, or any other model including other Swooping Hawks. Such features would interfere with the wing membranes during the landing and cause them to crash. The exception is that Swooping Hawks can fly into close combat and then receive close combat bonuses as if they had charged. However, even when flying into close combat they must not land within 1" of obstacles, other Swooping Hawks, or any feature other than enemy models.
4. During their leap the Eldar can fly over any obstacle without penalty.
5. During their leap Swooping Hawks can drop grenades as described above.
6. Unit coherency does not apply while in the air, but comes into effect as soon as the Eldar land.

The Swooping Hawks can also use their wings to fly high into the sky in order to escape from the battlefield altogether. The following rules apply:

1. At the start of their movement phase the Swooping Hawk unit declares it is flying away from the battle and the models are removed from the table. They may make no other movement on the table that turn.
2. Models may fly away from a hand-to-hand combat engagement in this way without incurring blows against them.
3. Swooping Hawks which leave the table spend the entire turn off the game table and cannot do anything. They are soaring high above the table out of range of all weapons including the effective range of their own grenades - any grenades dropped from this height automatically miss and cause no damage, explode in the air, or fail to function.
4. A Swooping Hawk unit which left the battle in a previous turn may land back on the table anywhere it wishes during its following movement phase but may not make any other movement that turn. A returning Swooping Hawk unit may shoot as normal, but is unable to drop grenades in that turn.

DARK REAPER ASPECT WARRIORS

Points Value 210



The Dark Reapers are the most heavily equipped of all the Aspect Warriors. Their armour is made from heavy interlocked plates and has very characteristic heavy armoured boots. These provide extra stability for firing the Missile Launcher that Dark Reapers carry. Special range-finders link the weapon's view-sight directly into the Dark Reaper helmet whose receptor vanes make the

Macthen drew back respectfully as Elshar strode past. The Exarch didn't appear to have noticed him. They used to be as close as brothers when they fought together as Aspect Warriors. While Macthen had travelled the Path of the Warrior and re-emerged into the light, Elshar had become increasingly caught up in the Aspect until he entirely surrendered to it. And now the Time of War was upon them, and Elshar had been elected the Young King. Macthen didn't envy him his role.

He'd once officiated at the awakening of the Avatar, and the terrible experience still haunted his dreams. Now he followed a different path he couldn't remember the details of the ceremony very clearly, but the image of the Avatar bursting through the doors of bronze would remain with him always.

Elshar was an Exarch of some standing now, his daring exploits celebrated in song and dance through many Craftworlds. Now all that separated him from his ultimate fate was the span of two days and a mortal body. It was a great honour to join the Avatar in immortality, but Macthen found the idea and the process involved quite horrifying.

ASPECT ARMOUR

The armour worn by Aspect Warriors is made from a pliable but resilient natural material overlaid with flexible but very tough plates of varying sizes. The flowing organic shapes of Eldar armour are typical of the biologically derived shapes which they use for most of the things they make. The design of the armour depends on the Aspect represented, each Warrior Aspect having its own distinctive design and basic colour scheme. Aspect Armour is psychically sensitive to its wearer, and can transmit energy through its fabric to provide the extra power to lift heavy objects. This means that an Eldar Aspect Warrior never suffers from the movement penalties associated with heavy weapons - particularly in the case of the Dark Reapers whose main armament is a missile launcher. This does not overcome the weapon's inherent slowness, so it is not possible for a Dark Reaper to move and fire in the same turn even with the benefit of Aspect Armour. This unique armour is the Eldar equivalent of Power Armour, and it has the same ability to provide a safe isolated environment for the individual wearing it, protecting the Eldar from most gas weapons for example. Most importantly of all, the Aspect Armour suit is fitted with a Waystone which will gather the Eldar's soul should he be slain, preserving his psychic self so that it can be recovered and taken back to his Craftworld.

Aspect warrior look even more threatening. Dark Reapers wear armour of a very dark colour, a near black or very dark blue which echoes the night sky. Each Squad has details and badges of a distinctive colour and pattern.

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
3	4	4	3	3	1	4	1	9	9	9	9

Each Dark Reaper Squad consists of 3 Dark Reapers and costs 210 points. Dark Reaper Squads are smaller than other Aspect Warrior Squads as this allow the same number of warriors to fight over a larger battle-front - lending their support where it is needed rather than in one concentrated mass.

All the war gear of a Squad of Dark Reaper Aspect Warriors is identical. This equipment consists of:

Reaper Armour

Conferring a basic saving throw of 3, 4, 5 or 6.

Weapons

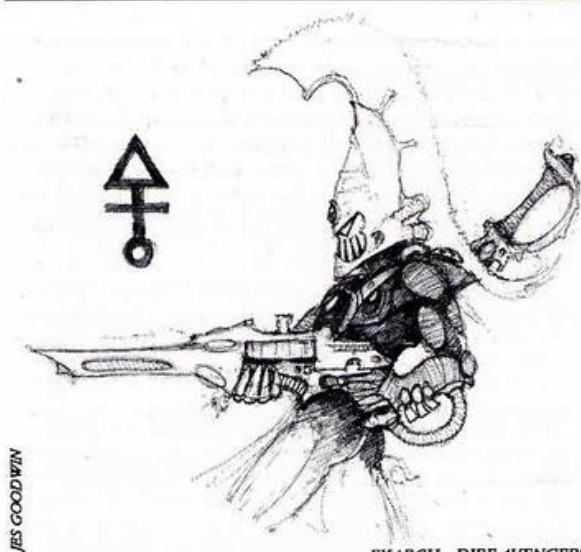
The Dark Reaper carries a Missile Launcher. It contains sufficient missiles to last for the duration of a battle. Every Dark Reaper carries Frag, Super-Krak and Melta missiles. A Lasipistol is also carried for use in hand-to-hand combat or as an alternative weapon at short range.

Reaper Range-Finder

The Dark Reaper's helmet is fitted out with special range finders which help the Eldar to locate and lock the Missile Launcher onto its target. This adds plus +1 onto the 'to hit' like any other target, but also enables the firer to track fast moving targets. The normal negative modifier for firing at a fast moving target is therefore ignored.

EXARCHS

Points Value 80 + optional Ancient Weapon at 25 points



EXARCH - DIRE AVENGERS

The Exarchs are the guardians of the shrines to the Bloody Handed God and the mentors of the Aspect Warriors. They are awesome and frightening individuals, having become so caught up in their Warrior Aspect that they are no longer able to continue along the Eldar Path. Exarchs always belong to a specific Warrior Aspect, so they are Howling Banshee Exarchs, Dire Avenger Exarchs, or whatever.

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
4	6	6	4	4	2	8	2	10	10	10	10

The army may include one Exarch for every Aspect Warrior Squad. So, for example, if the army includes 4 Aspect Warrior Squads then it can include up to 4 Exarchs - it can include less or none at all if the player prefers. The player can choose any type of Exarch so long as there is at least 1 Squad of that Warrior Aspect in the army. For example, if the army includes one Squad each of Howling Banshees, Dire Avengers, Striking Scorpions, and Swooping Hawks, then it may include up to 4

THE CRONE WORLDS

The old Eldar homeworlds still exist in the Eye of Terror - although they have been transformed into hellish places where daemons rule over subjugated races of mortals. The Eldar call these the *Crone Worlds* - referring to Morai-heg the Crone Goddess. The Crone Worlds remain the primary source of spirit stones. Acquiring new spirit stones is extremely hazardous because it necessitates an expedition to an area of warp-real space overlap such as the Eye of Terror. However, there are said to be untold secrets buried on the Crone Worlds since the time of the Fall and this attracts thousands of Eldar in search of their legendary past. According to legend the spirit stones were made by Vaul from the Tears of Isha. This is interpreted as a metaphor for the crystallization of psychic energies caused by the interface between the warp and the material universe. This process is associated with the Fall, and especially with the final catastrophe which ended the Eldar civilisation.

Elshar fixed his gaze to the opposite wall and held himself rigidly still. The attendant Exarchs moved around him silently, and he felt, rather than saw, them start to paint the runes on his naked body. The blood dried instantly, burning corrosively into his skin. He could feel the pattern creeping over his body, as if he were being covered with a net of fire.

A tiny part of him, which he thought long gone, whimpered softly in fear, and he suppressed it viciously. He had climbed to the peak of his terror and elation, and now all feelings were falling away. Emotionally and spiritually he was growing numb, bleakness filled his soul. His thoughts, the finish and beginning of his existence were polarised into a single point of time, bearing down upon him like a ball of fire...

Exarchs which can be chosen from the 4 Aspects present, and so could be 1 of each type, 2 each of one type, all 4 of the same type or any combination you wish so long as the total does not exceed 4. Exarchs cannot be included if they belong to a Warrior Aspect not present in the army - in our example the Exarchs could not be Fire Dragons or Dark Reapers as neither Aspect appears in the army.

Regardless of his Aspect the Exarch costs a basic 80 points. He fights as an individual or can join any Aspect Warrior Squad and lead it if he wishes. The Exarch's profile is not significantly better than that of the Aspect Warriors. His superior prowess is represented by a single special Warrior Power. This is generated randomly for each Exarch in turn using the Warrior Powers Table given at the end of the list.

Exarch Armour

Exarchs wear armour which is generally tougher and lighter than that of their equivalent Aspect. It also includes very efficient neurally activated servo-mechanisms which make the Exarch faster and more agile than an equivalently armoured Aspect Warrior. Exarch Armour confers a basic saving throw of 3, 4, 5 or 6 on a D6.

Weapons

Exarchs carry the same armament as the Warriors of their Aspect. Alternatively any Exarch may surrender this equipment in favour of a single randomly generated weapon from the Ancient Weapons Chart given at the end of this list. This costs an additional 25 points.

Special Aspect Gear

An Exarch of the Howling Banshees retains his Banshee Mask, an Exarch of the Swooping Hawks retains his Wings, and a Striking Scorpion keeps his Mandiblasters. A Dark Reaper loses his special targeter if he surrenders his Missile Launcher as this is considered to be attached to the weapon. Hawks lose their grenade packs along with other weapons if they substitute their armament for an Ancient Weapon.

WARRIOR POWERS

Eldar Exarchs are warriors cast in an heroic mould - almost literally so - for when they wear the armoured Exarch suit they assume the heroic identity of the long dead Eldar champion it originally belonged to. The personality of the armour's original owner, together with all the Exarchs who have worn it since then, remain trapped in the spirit stone that adorns the suit. When an Exarch uses the Exarch suit, he becomes the living incarnation of the massed experience and power of all the Eldar who have worn it before him, and his own personality is temporarily put aside. Exarchs are distinguished from ordinary Aspect Warriors by the wearing of these ancient suits and in most cases by the Ancient Weapons they bear too. Exarchs also possess special Warrior Powers which reflect their greater - indeed their absolute - devotion to the Path of the Warrior. An Exarch may acquire the skills and experience which these Warriors Powers imply during his time as an Aspect Warrior, and depending upon which skills he has learned, he then adopts an heroic identity - and Exarch suit - which best reflects those skills.

The table below provides a preliminary list of Warrior Powers, though we anticipate it will grow to include many more. Every Exarch has a single randomly generated Warrior Power. Avatars are unique in that they have more D4 Warrior Powers, rather than just 1.

D100 Warrior Power

01-06 Crack Shot

The Exarch has +1 BS. If he remains stationary during the turn he can shoot with a range 50% greater than normal, rounding down to the nearest inch. This extra range applies to long range fire. So, for example, a Lasgun's long range would be between 12 and 36".

07-12 Defend

The Exarch can choose to defend himself in hand-to-hand combat rather than attack. He foregoes his own attacks that turn, but immediately cancels out 1+D6 enemy attacks. Any attacks not stopped by the Exarch are worked out as normal, and so may still fail to hit or damage and can be saved by armour.

13-18 Disarm

If the Exarch hits his hand-to-hand combat opponent he may forego causing any further damage in favour of attempting to disarm him of one weapon. Both sides roll a D6 and if the Exarch rolls the highest score he successfully disarms his opponent. The weapon is knocked aside and is assumed to be either destroyed or lost. The weapon is automatically recovered by winning side after the battle and they can include it in future games at no points cost.



EXARCH

EXARCH - FIRE DRAGONS

D100 Warrior Power

19-24 Fast Strike

Regardless of relative initiative levels the Exarch always strikes first in hand-to-hand combat. Should two Exarchs meet, or an Exarch be confronted with any other foe with the same ability, then both sides roll a D6 and the highest score strikes first. Alternatively, both players can agree to strike blows alternately - one at a time.

25-30 Crushing Blow

The Exarch is capable of striking an especially powerful blow with any hand-held weapon or even his bare arms. His own strength is increased by +1 and the strength of any hand-held cutting or crushing weapons (any chainsword, power sword or axe for example) is also increased by +1.

31-36 Bounding Leap

The Exarch can leap 4" in addition to his normal or his charge move - this leap will take him over any obstacle up to ten feet high, including other human sized or comparable models. If engaged in hand-to-hand combat he can leap out of combat once any close combat round is over, disengaging without suffering any penalty. The Exarch can leap out of close combat in any turn - even the enemy player's turn.

If the Exarch leaps over an enemy model, but does not complete his move engaged in hand-to-hand combat, he can strike a single blow against the model he leaps over. This is worked out as normal. The target cannot attack back though it can defend itself. Striking a blow during a leap does not affect the Exarch's ability to shoot in the shooting phase.

37-42 War Shout

The Exarch releases a terrifying shout as he charges - the vocalisation of all the anger and blood-lust that lies deep in the Eldar psyche. The Exarch causes fear in any model or unit he charges.

D100 Warrior Power

43-48 Fighting Fury

The Exarch fights with the guile and ferocity of a wild-cat. He increases his number of attacks by +1.

49-54 Mighty Strike

Once he has worked out how many hits he has caused against a single hand-to-hand combat opponent, the Exarch can either work out each hit separately (as normal) or convert all the hits into a single mighty strike. To do this take the total number of hits and multiply by the strength of the attack (if two strengths are involved because of a weapon in both hands then take the highest value). Work out the hit at this multiplied strength value up to a maximum value of 10. The target's saving throw is reduced by a further -1 for each hit after the first (1 hit normal save, 2 hits -1, 3 hits -2, etc). The amount of damage caused is equal to the amount caused by one blow multiplied by the number of hits. For example, an Exarch scoring 2 hits with a power sword (strength 5, save -1) can multiply this up to a single hit with a strength of 10, save of -2, and causing 2 wounds.

55-60 Distract

The Exarch makes a hypnotic gesture which temporarily distracts his hand-to-hand combat opponent. Both sides roll a D6 at the start of each combat round. If the target's score is higher it shrugs off the effect but still fights with a -1 to hit. If the Exarch's score is higher then his opponent loses D6 of his attacks that round and any remaining attacks are resolved with a -1 to hit modifier.

61-66 Sustained Assault

If the Exarch successfully slays all of his hand-to-hand opponents during the combat round, and sustains no wounds himself, then he may immediately move up to 4" to attack another unengaged enemy model. The new target cannot stand and fire or run away. Another round of hand-to-hand combat is fought as normal. As before, if the enemy is slain and the Exarch unwounded during the fight, then he can make another 4" move to attack another unengaged enemy model. The Exarch can continue in this fashion until he either fails to slay his opponent, suffers a wound, there are no unengaged targets within 4", or if he wishes to stop.



SHURIKEN PISTOL

KEVIN WALKER

D100 Warrior Power

67-72 Trance of Indestructibility

At the start of any of his turns the Exarch can begin a Trance of Indestructibility in which he welds his body and mind into a time loop. Nothing can harm him while he remains in this state but he can do nothing himself. The Exarch can come out of the trance at the start of any of his following turns on the D6 dice roll of a 4 or more. At this point the time he has lost will automatically catch up with him - he will experience life twice as fast as everyone else for the number of turns equivalent to the number of turns he was entranced. So if he spends 4 turns entranced then he acts twice as fast as normal for a further 4 turns. During this time he moves at twice normal rate, shoots twice in the shooting phase, and strikes twice as many blows in hand-to-hand combat. The longest time an Exarch can remain safely entranced is 6 turns. If the trance exceeds this limit he cannot be woken up except by a Farseer (after the battle is over).

73-78 Fast Shot

The Exarch reacts with lightning speed and can shoot twice in the shooting phase rather than once. This can be with the same weapon or two different pistol weapons if he is appropriately armed.

79-84 Very Strong

The Exarch is very strong, his muscles are as hard as iron and his armoured suit enhanced to multiply this strength. The Exarch adds D4 to his strength characteristic to a maximum of 10.

85-90 Very Tough

The Exarch is very resilient and can sustain damage which would otherwise hurt or kill him. His toughness is increased by D4 to a maximum of 10.

91-96 Stealth

The Exarch has the uncanny ability to move unseen - even in the open. His ability is a mixture of subtle movement and a mild psychic projection which disrupts his visual impression in the mind of an onlooker. He is always -1 to hit to any shooter at short range and -2 at long range. If he remains stationary and does not fire during the turn he can elect to hide - even if he is in the open and otherwise perfectly visible. He remains hidden until the beginning of his following turn - when he may elect to hide again if he wishes. While hidden he cannot be seen or shot at (he may still be hit by area weapons aimed at targets nearby if their area of effect overlaps him).

97-00 Roll Again

Roll again or choose the Warrior Power which most represents the Exarch's Aspect as shown below.

Dire Avengers	Fast Shot
Howling Banshees	War Shout
Striking Scorpions	Distract
Swooping Hawks	Sustained Assault
Fire Dragons	Mighty Strike
Dark Reapers	Crushing Blow

ANCIENT WEAPONS

Aspect Warrior Exarchs wear elaborate armour and may carry special Ancient Weapons. The origin of these weapons is known only to the Exarchs themselves - and in many cases even they are ignorant. Many are strange alien artifacts and others were undoubtedly made by the Eldar thousands of years before the collapse of their planet bound civilisation.

For the cost of 25 points, an Exarch may exchange his standard weaponry for either a Las pistol or a Shuriken pistol plus a randomly determined Ancient Weapon. None of these weapons incur movement penalties on the Exarch, irrespective of their size or bulk. If the Exarch wishes, he can also carry a sword or knife at no extra points cost.

D100 Weapon

01-07 Diresword

The Diresword is a dark blade encrusted with Seer Runes - many so ancient that they can no longer be read. As the sword is held these runes shift and twist, spelling out in their inscrutable way the fates of those who behold it. The wielder of a Diresword fights with a strength bonus of +D6. The bonus is resolved each time the blade hits, and cannot take the wielder's strength to more than 10.

08-14 Biting Sword

The Biting Sword is a heavy Chainsword with teeth made from crystalline shards. It has a strength of 5 and a saving throw modifier of -2.

15-21 Power Sword

Power Swords are relatively common forms of ancient weapon amongst the Eldar - many come from the time before the fall. They have normal profiles of strength 5 and save modifier -1.

22-28 Power Axe

The Power Axe is another, more potent form of Eldar Power Weapon. Its profile is the same as a normal Power Axe - a strength of 6 and save modifier of -3.

29-35 Power Blade

The Power Blade fits neatly under the forearm, attached by a harness which straps around the wrist and palm. It is a small Power Sword with a strength of 5 and saving throw modifier of -1. An Exarch who carries a Power Blade may also carry a second Power Blade for no extra cost.

36-42 Power Glove

The Power Glove has a normal profile for its kind - a strength of 8 and saving throw modifier of -5.

43-49 Executioner

The Executioner is shaped like a great scythe or heavy spear. It is the largest and most potent of all the hand-held power weapons with a strength of 8 and a saving throw modifier of -6. It requires both hands to use.

50-56 Firepike

The Firepike is an intricate and elegant heat weapon - a form of long ranged Melta-gun. Its profile is shown below.

Short Range	Long Range	To Hit				Save Modifier	Area Radius
S	L	STR	DAM				
0-12"	12-24"	+1	8	D6	-4	1"	

57-63 Brightlance

The Brightlance is a high powered laser weapon - like a lighter and more mobile Lascannon. It has a profile as shown below.

Short Range	Long Range	To Hit				Save Modifier	Area Radius
S	L	STR	DAM				
0-12"	12-36"	+1	9	2D4	-6	-	

D100 Weapon

64-70 Power Glove and Shuriken Pistol

This weapon combines a Power Glove and a Shuriken Pistol into a single moulded gauntlet. This allows the wearer to use the Shuriken Pistol while fighting with the Power Glove. In hand-to-hand combat the wielder has his normal number of attacks with both weapons - effectively doubling his number of attacks. The Power Glove has a normal profile - a strength of 8 and saving throw modifier of -5.

71-77 Lasblaster

The Lasblaster is a triple barrelled laser gun with a powered blade attached to the stock. The weapon requires both hands to use and cannot be fired in hand-to-hand combat, though the powered stock can be wielded with the same effect as a Power Sword - ie with a strength of 5 and save modifier of -1. The Lasblaster itself has a profile as follows. It has three barrels and automatically fires three shots. Roll separately for each shot to hit. If the previous shot hits then add one to your dice roll, if the previous shot misses deduct one from the roll. Work out the effects of each hit separately.

Short Range	Long Range	To Hit				Save Modifier	Area Radius
S	L	STR	DAM				
0-12"	12-24"	+1	6	1	-2	-	

78-84 Web of Skulls

This weapon consists of three crystal skulls linked together by lengths of chain. The weapon is grasped by the chain links and cast like a spinning bolas, and will automatically return to its user. The Web of Skulls can also be used in hand-to-hand fighting like a flail or morning star. When thrown the weapon has a profile as shown below.

Short Range	Long Range	To Hit				Save Modifier	Area Radius
S	L	STR	DAM				
0-12"	12-24"	-1	6	1	-2	-	

The Web of Skulls can be thrown at any three targets within 24" of the thrower and within 12" of each other - this represents the flying arc of the bolas which may potentially strike several targets before it returns to its thrower. Roll to hit each of these target in turn. In hand-to-hand combat the Web of Skulls has the same strength and save modifier as a thrown weapon.

85-00

The Exarch is armed with the weapon most commonly associated with his Aspect:

Dire Avengers	Powersword
Howling Banshees	Power Axe
Striking Scorpions	Biting Sword
Swooping Hawks	Lasblaster
Fire Dragons	Firepike
Dark Reapers	Power Blade

WARLOCKS

Points Value 100



Eldar who feel their destiny is to thoroughly explore their own psychic natures become Seers. Seers who have already had experience as Aspect Warriors may become Warlocks and accompany the Eldar to war in this capacity.

Warlocks wear flowing robes and richly decorated Rune Armour. Runes made from Wraithbone cover their costume and are worn as jewellery. The Warlock focuses his power through these runes, and they act as a sort of psychic fuse, protecting the psyker from the daemons of the warp. Interwoven with the runes are spirit-stones containing the souls of dead Warlocks - these act as spirit-guides and advisers to the Warlock and enable him to draw upon the experiences and powers of long-dead comrades.

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
4	2	2	2	3	1	4	1	8	9	8	9

Warlocks operate independently - they never lead units of troops although they can join and fight alongside other Eldar as they wish.

Each Warlock costs 100 points and is equipped with the following gear.

Weapons

The Warlock carries a Laspistol and a force weapon. This force weapon is randomly generated from the Warlock Weapon Chart. The most common weapon is the long dark blade called a *Witch Blade*. A Witch Blade is a unique kind of force sword - its psychic matrix is especially tuned to the Eldar mind. It works exactly like a normal force sword except that any power points used to charge the blade are doubled.

Rune Armour

The Warlock's helmet, armour, and clothing are enscribed with runes which bind protective psychic forces about him. These can deflect a bullet or the force of an enemy weapon before it even touches the Warlock. Because of this Rune Armour the Warlock has a D6 saving throw of a 4, 5, or 6. This saving throw cannot be affected by weapon save modifiers - no matter what the weapon hits the Warlock he always has a saving throw of 4+. Even the fantastic energies of Lascannons or Plasma Guns may be diverted by Rune Armour.

Runic Powers

Eldar psykers operate in a way quite different from human or other races. This is because they cannot tap energy directly from the warp without attracting the daemonic forces of Chaos. A Warlock would be instantly destroyed if he even attempted such a thing. To bypass this danger, the Eldar's spirit guides draw energy indirectly from the warp through special runes. The psychic abilities an Eldar can use are therefore called *Runic Powers*.

A Warlock can have up to 4 Runic Powers at his disposal. He can use 1 Power during the turn - this is normally declared at the start of the turn and not in the psionic phase. Each Runic Power costs an additional 25 points and is generated randomly from the Runic Powers Table. If the same result is rolled a second time the Warlock can choose any other Power off the table instead. The table below lists 4 Runic Powers. Note that this is completely experimental at the moment - we might be tempted to change the entire system if we have any better ideas! At the very least we plan to expand the number of entries considerably in the course of further games development.

Psychic Power Points

Strictly speaking Eldar Warlocks don't need power points to use their psychic abilities. However, they do need some power points to use their force weapons. They can also use power points to enhance their psychic saving throws against psychic attack. Each Warlock has 2D6 power points for these purposes. These are generated at start of the battle and are recorded by the player as they are used.

The moment must be very near now, thought Macthen, nearly upon us. Over his head, the wraithbone sparkled and pulsed with power. He tried not to think consciously about his work, his Seer's mind empathically absorbing the psychic waves that danced through the core of the Craftworld. He felt the energy being channelled through his body, rippling down his arms, flowing through his wrists and hands to the sculpture. When the shockwave of the Avatar's awakening had passed, he looked down at his creation. From the crude iron ingot a leaping figure of an Avatar arced gracefully up. He was not surprised that the daemon mask of its armour echoed Elshar's face.

WARLOCK RUNIC POWERS TABLE

D4 Runic Power

1 Fortune.

The Warlock declares he is using this power at the start of his turn, and its effects last until the start of his following turn unless he is slain. All Eldar within 12" of the Warlock when they attempt any armour saving roll may add +1 to the dice score. This may make the save automatic in some cases.

2 Destructor.

The Warlock unleashes a devastating beam of energy during the turn - he can do this at any time in the turn, but it is most convenient to work out at the same time as shooting. The beam has a basic range of 12" and is 1" wide - if you have an ordinary foot rule you can use this as a template. All models within this area are hit automatically and each sustains D3 wounds on the D6 dice roll of a 3 or more. All saving throws from armour are ignored. Psykers are allowed a psychic save as normal.

Once hits on all models within the area have been worked out, the Warlock can extend the beam in a straight line by a further 12". However if he does this there is a chance the continuous use of power will overload his mind and cause him to black out. Roll a D6. On the score of a 6 the Warlock blacks out and can do nothing until he rolls another 6 on a D6 at the start of one of his subsequent turns.

If the Warlock blacks out the attack is immediately ended. Otherwise the rule template can be repositioned and further hits worked out as before. After hits have been worked out the Warlock can again decide to extend the attack, and may continue to extend the attack by 12" a time right to the end of the gaming area if he wishes. Obviously, the longer the range is extended to the greater will be the chance of rolling a 6 and blacking out.



KEVIN WALKER

D4 Runic Power

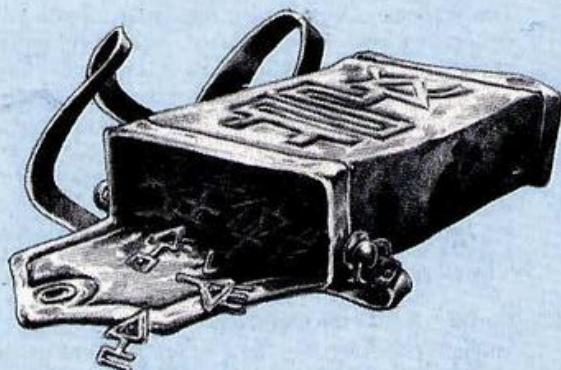
3 Guide.

The Warlock selects any Eldar model within 12" and directs the powers of his spirit-stone guides into that Eldar's mind. The Eldar may shoot once that turn and will automatically hit the target it shoots at and may extend the range of its weapon to twice normal. There is no need to roll to hit - just select your target and work out damage. Note that the Eldar can shoot only once - so following fire is never applied in conjunction with Guide.

4 Strike.

The Warlock releases all the energies gathered by his spirit-stones. These psychic energies blast the minds of all living creatures nearby. All models within 12", friend or foe, are knocked to the ground and may do nothing for the remainder of the turn. Their minds boil with psychic energy and they thrash around blindly upon the ground.

Friendly models may rise immediately the following turn, while each enemy model on the ground rolls a D6, and may only rise on the D6 score of a 6. Models which do not rise may do nothing until the start of their next turn, when they may test again. Psykers who have been knocked to the ground by a Strike may use power points to augment their dice roll to rise - so they can always rise so long as they have sufficient power points left.



KEVIN WALKER

WARLOCK FORCE WEAPONS

Warlocks may be armed with psychically active weapons - these are known as Force Weapons. Roll a D100 to determine which kind of weapon each Warlock or Farseer has.

01-40 Witch Blade

The Witch Blade is a weapon primarily associated with the Warlocks - a Force Weapon which channels the user's psychic energies into the blow. Its crystalline psychic matrix is specially attuned to the Eldar mind - other races are either unable to use them at all or, if they are able, cannot draw upon their full potential. The Witch Blade is exactly like an ordinary Force Sword, except that the number of power points used is always doubled. So, for example, a Warlock with a strength of 3 can put 2 power points into the weapon, increasing the strength of a hit by +4 to give a total strength of 7. The 2 power points will also reduce the target's saving throw by -4.

41-55 Singing Spear

The Singing Spear is a silver spear chased with mysterious metals and covered with sparkling gems. Its name is derived from the constant drone which the weapon emits when it is held by a psyker. The Spear channels the psychic forces of its wielder much like other Force Weapons - the number of power points used is not doubled as in the case of the Witch Blade. The Spear can also be thrown up to 12". If the Spear hits either in hand-to-hand combat or when thrown, the user can pour psychic energy into the target by means of a psychic link that connects the Singing Spear to its owner. The hit will have a strength of 4 regardless of whether a hit is hand-to-hand or a result of a throw. The strength is increased by +1 and the target's saving throw reduced by -1 for every power point expended. In addition, the spear causes D4 +D4 extra wounds for every power point. So, for example, if 2 power points are expended the Singing Spear causes a strength 6 hit, 3D4 wounds and has a save modifier of -2. Once thrown, the Spear automatically returns to its user as the psychic thread tightens and draws it back to his hand.



WITCH BLADE



KEVIN WALKER

56-70 Force Sword

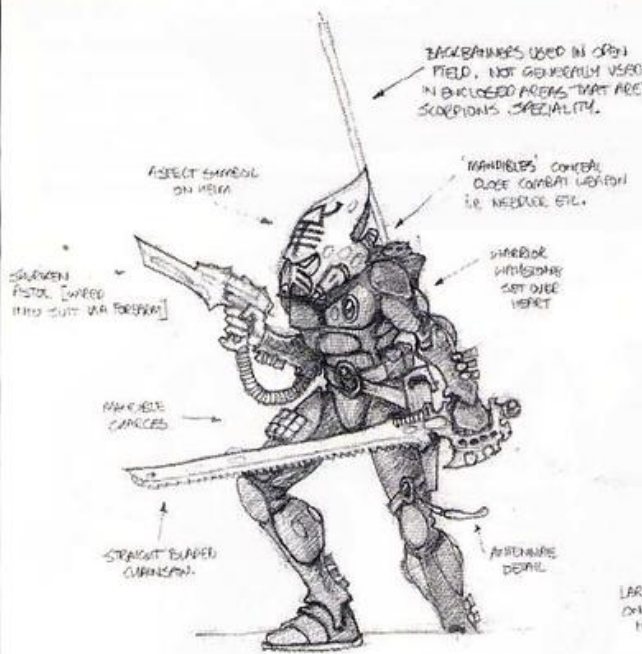
The Warlock carries a dark bladed Force Sword which is normal for its type - each power point used increases the strength of a hit by +1 and reduces the enemy's saving throw by -1.

71-85 Force Staff

The Warlock carries a long dark staff topped with a decorative blade or ornament. Although similar in appearance to the Singing Spear it is quite different in effect. A Force Staff can be used in hand-to-hand combat exactly like a Force Sword. Additional psychic energy can also be stored in the seer runes carved into it. At the start of the game the Staff already contains D6 power points, which can be drawn upon by the Warlock and used just like his own power points.

86-00 Ancient Weapon

The Warlock does not carry a Force Weapon but has an Ancient Weapon instead - roll again on the *Ancient Weapon Chart*.



SCORPION/INSECT WARRIOR

FORM HELM PISTOL SWORDS, PISTOL OF SHARPER PISTOL/CANNONS, SHARPER PISTOL/POWER GLOVE ARMED

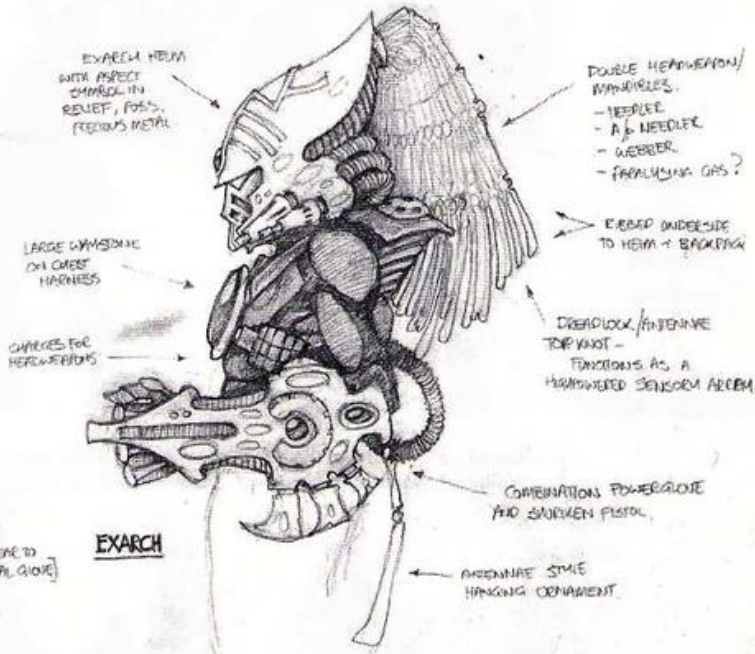


ASPECT SYMBOL

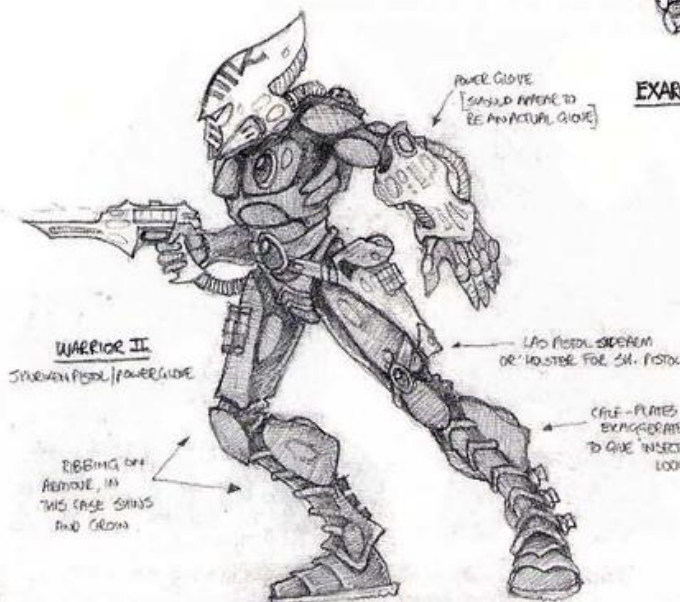
HELMET + BANNER SYMBOL OR STRIPES IN-THE-DARK

EXARCH VARIANTS

[OTHER RENDERED AS COLLECTED IN PREVIOUS METAL WITH SHARP AS CIRCLE]

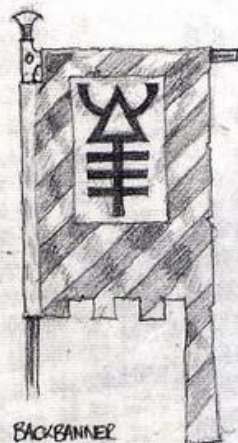


EXARCH



WARRIOR II

SHARPER PISTOL/POWER GLOVE



BACKBANNER

- SHARPERMOND SMILE WITH SQUARE-TAGGED BOTTOM EDGE
- EXARCHS HAVE MORE FRANKY EDGE.

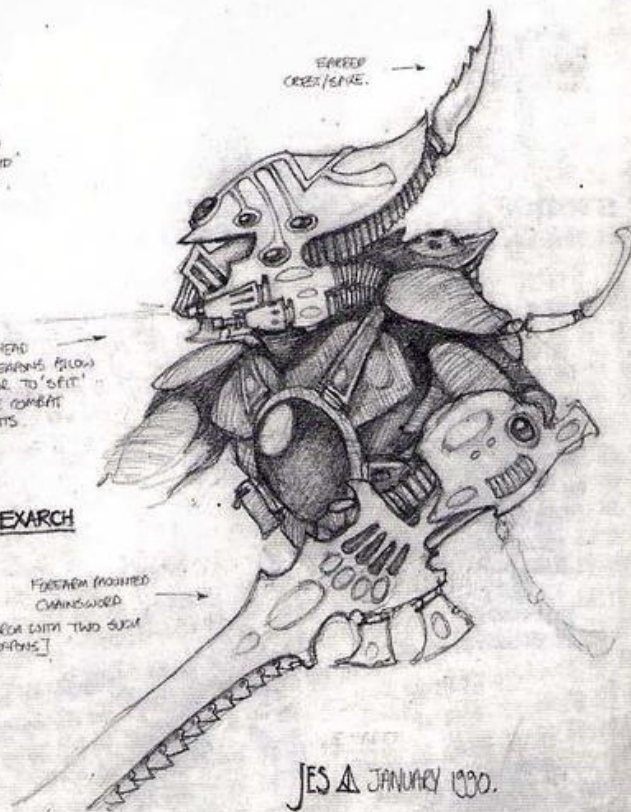


WARPAIN

SCORPIONS PROUD PATTERNS FEATURING MANDIBLES ANTENNAE WEB PATTERNS ETC.

EXARCH

FOREARM MOUNTED CHAINWORD [EXARCH WITH TWO SUCH WEAPONS]



JES Δ JANUARY 1990.

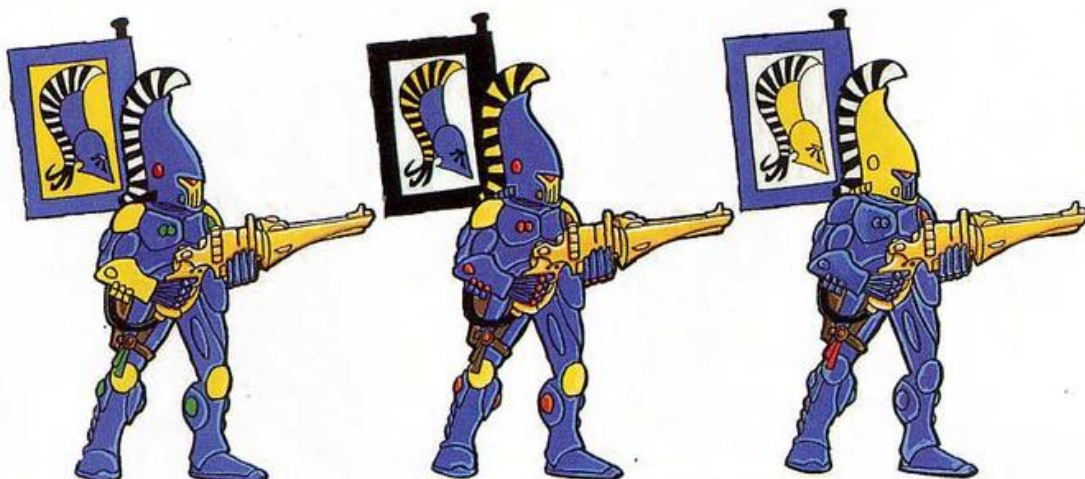
ELDAR

ASPECT WARRIORS

Runes - some Squads apply Aspect runes to prominent parts of their armour such as their helmets



**DIRE
AVENGERS**



Banners - any or all models in an Aspect Warrior Squad may carry a back banner displaying the traditional symbol of their Aspect. These symbols allow the Squad to be identified from afar.



**SWOOPING
HAWKS**



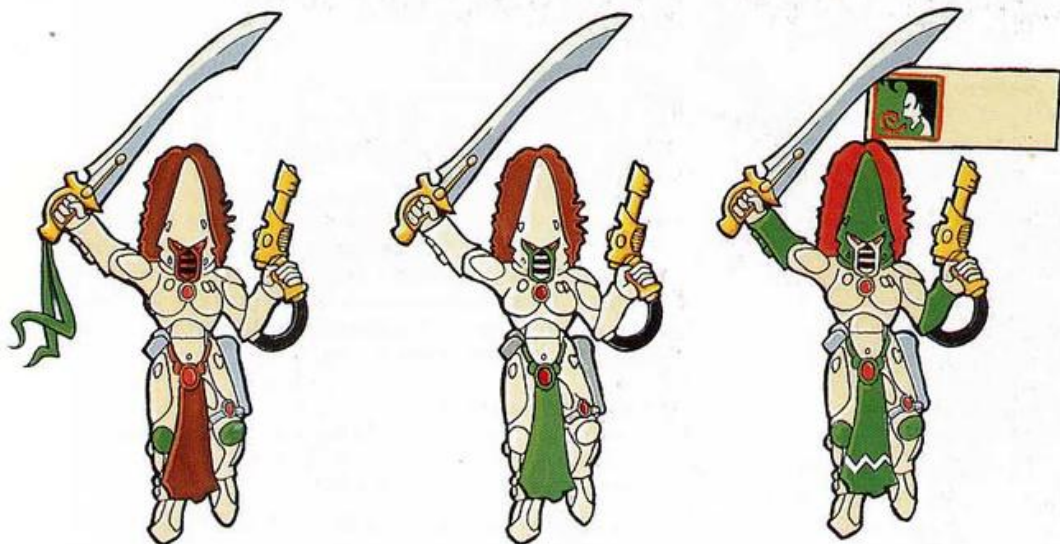
Weapon banners - any or all Swooping Hawks in a unit may have a weapon banner instead of a back banner.



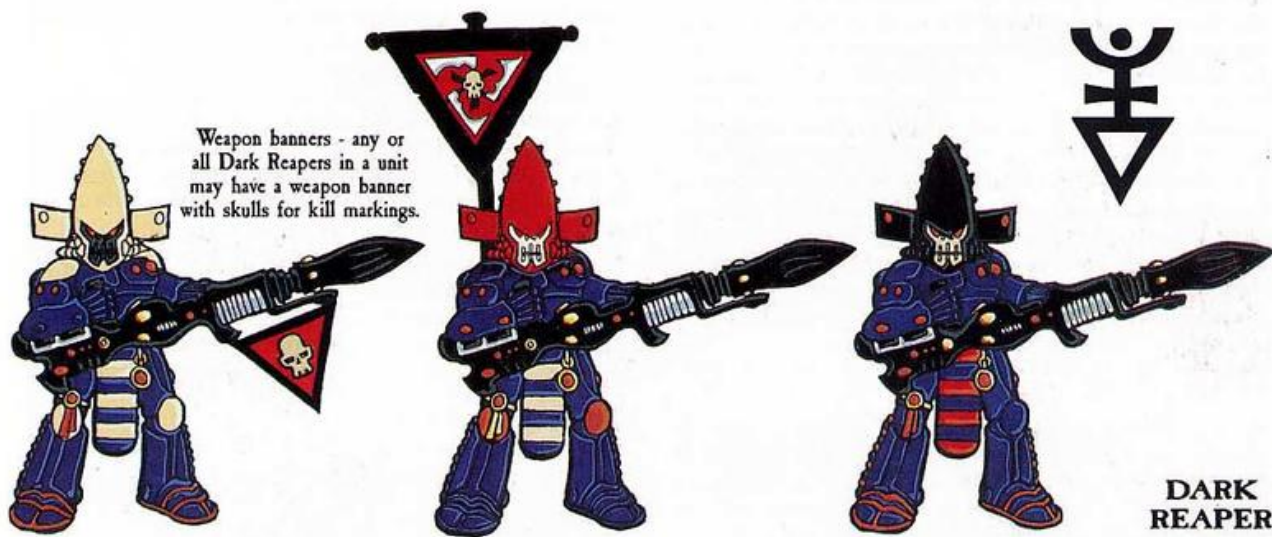
**FIRE
DRAGONS**



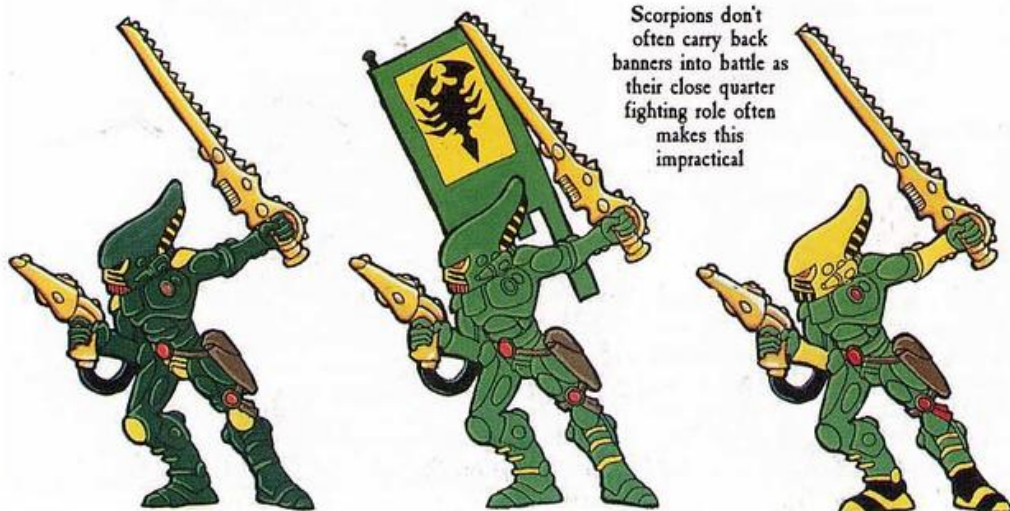
Each Warrior Aspect has its own typical uniform colour schemes, weapon combination and tactical role. These are remarkably consistent from one Craftworld to the next with only minor variations in uniform details to distinguish the various Aspect Warrior squads. Each basic uniform colour reflects the role of the particular Aspect - for example, the base colour of the Howling Banshee's is that of bone, the Dark Reapers are the colour of night, the Swooping Hawks are the colour of the ashen sky, the Fire Dragons are the colour of flame, and so on. This basic colour obviously varies a little depending on how it is interpreted - the illustrations below show typical examples of these basic colours. Each Squad is further distinguished by contrasting detail colours - the secondary colours shown below are examples but might equally well be other colours or a combination of several colours and these are sometimes also displayed on ribbons attached to weapons.



**HOWLING
BANSHEES**



**DARK
REAPERS**



**STRIKING
SCORPIONS**

FARSEER

Points Value 100



A Farseer is one the most potent psykers on the entire Craftworld. Farseers are so important to the Craftworld that they only leave it when the need is extremely urgent indeed. Farseers spend most of their time in a deep trance in which they study the possible futures of the Craftworld, working out the potential effect of current events on each of an almost infinite number of possible futures. If dangers threaten the Craftworld the Farseers will anticipate them - hopefully - no matter how subtle or how far in the future they might lie. Thus their visionary skills protect and guide the Craftworld and ensure its survival. When the powers of a Farseer are needed on the battlefield he wakes from his trance in anticipation and prepares himself to fight.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	D4	D4	D4	D4	D4+3	D6	1	10	10	10	10

Each Farseer's profile is unique in the same way as Avatars. Because Farseers spend extended periods of time almost immobile their bodies sometimes become wasted. This is reflected in the random nature of the profile. The player randomly determines the profile for the Farseer model before the first game, and then may continue to use the same Farseer and same profile for future battles. Alternatively, a new Farseer and a new profile can be generated for each new battle.

Farseers operate independently in the same way as Warlocks - they never lead units of troops although they can join and fight alongside other Eldar as they wish.

The Farseer costs 100 points and is equipped with the following gear.

Weapons

The Farseer is armed with a Laspistol and a Warlock Force Weapon. This force weapon is usually a Witch Blade as described already for Warlocks. It works exactly like a normal Force Sword except that any power points used to charge the blade are doubled. Generate the Farseer's weapon from the Warlock Force Weapons Chart at the end of the list.

Rune Armour

The Farseer's helmet, armour, and clothing are enscribed with Eldar Runes which bind protective psychic forces about him. This protective focus is the special wraithbone breastplate which he wears upon his chest. This can deflect a bullet or the force of an enemy weapon before it even touches the Farseer.

Because of this Rune Armour the Farseer has a D6 saving throw of a 4, 5, or 6. This saving throw cannot be affected by weapon save modifiers - no matter what the weapon hits the Farseer he always has a saving throw of 4+. Even the fantastic energies of Lascannons or Plasma Guns may be diverted by Rune Armour.

Psychic Power Points

As with Warlocks, Farseers don't need power points to use their psychic abilities. However, they may need some power points to use their force weapons.

They can also use power points to enhance their psychic saving throws against psychic attack. The Farseer has 6+D6 power points for these purposes. These are generated at start of the battle and are recorded by the player as they are used.

Runic Powers

A Farseer may have any of the Runic Powers already described for Warlocks or any of the following additional Runic Powers. The Farseer can use 1 Power during the turn - this is normally declared at the start of the turn and not in the psionic phase.

The four Runic Powers from the Warlock's section cost 25 points for a random roll in exactly the same way as for a Warlock. The Runic Powers listed below also cost 25 points per random roll. If the same result is rolled a second time the Farseer can choose any other Power off the table instead.

THE CRYSTAL SEERS

As Farseers grow older their close association with the life of their Craftworld begins to affect them - their psyche becomes inextricably linked to the Wraithbone core of the Craftworld and their physical bodies grow increasingly dormant. Eventually, a Farseer of great age will retreat to the Dome of Crystal Seers, a bio-dome many miles across where the Wraithbone core of the craft breaks through to the surface and forms a forest of Wraithbone trees. Once a Seer enters the Dome his body begins to crystallise and grow transparent, first affecting his lower body so that his upper torso still lives normally whilst his feet are rooted to the spot, then creeping upwards so that only his head is still flesh, finally turning him entirely to transparent crystal. Once this has happened the Farseer is part of the Craftworld, his consciousness has flowed into the Wraithbone core where it will be preserved forever in the Infinity Circuit. Other Eldar sometimes come to wander round the Dome of Crystal Seers to look upon the Seers of old whose forms are preserved forever amongst the changeless Wraithbone glades.

FARSEER RUNIC POWER TABLE

D4 Runic Power

- 1 **Battle Fate.** The Farseer declares he is using this power at the start of the Eldar player's turn. Its effects last throughout the turn. The Farseer looks into the immediate future to discover which course the battle might take - whether now is a good time to attack or whether it is time to hold fire. In this way an Eldar Farseer can foresee impending success or doom. The player rolls a D6 and consults the chart below. The resulting modifier is applied to all Eldar shooting and hand-to-hand combat 'to hit' rolls that turn - and can result in automatic hits or misses during that turn.

D6	To Hit Modifier
1	-2
2	-1
3	None
4-5	+1
6	+2

- 2 **Doom.** The Farseer searches for the thread of destiny that spells the destruction of an enemy. The Farseer can locate the thread of destiny and place a Doom upon any enemy model on the battlefield. Once a Doom has been placed on a model all hits caused either by shooting or hand-to-hand combat automatically cause damage - no damage roll is necessary. In addition, any damage caused is automatically doubled - so instead of causing 1 wound a bolt gun will cause 2, while 2 wounds becomes 4, 3 becomes 6 and so on. Saving throws are not affected.
- 3 **Mind War.** The Farseer engages the mind of any enemy psyker in mental combat. He can declare this at any time during his own turn. The Farseer rolls 6 D6's plus one more D6 for every additional power point he wishes to expend from his total (this may be none at all). The player counts the number of 6's rolled. The enemy psyker now rolls one D6 for every power point he wishes to expend - which can be any amount up to his total. The enemy player now counts the number of 6's he has rolled. If the Farseer has rolled more 6's than his target the enemy psyker's mind has been taken over by the Farseer. The model passes under the complete control of the Farseer, moving, shooting and taking its turn along with the Eldar. The psyker cannot use psychic powers - as these will have all been drained away during the Mind War - but he can certainly make a nuisance of himself by attacking his former comrades. If the Farseer fails to roll more 6's than his opponent then his attack is repulsed with no further effect.

D4 Runic Power

- 4 **Death Mission.** At the start of his turn the Farseer declares that he is seeking his own death, and has worked out how he can cause as much possible damage to the enemy before he dies. The opposing player, or a third party, secretly rolls a D6 and either notes the score or leaves the dice where it lies but covers it with a paper cup or similar receptacle. For this number of turns the Farseer cannot be killed. During this time he is immune to all attacks and is impossible to harm. Even in the most deadly of situations fate will conspire to save him. After this time has elapsed the model can be killed as normal. Once the Farseer declares a Death Mission he cannot use any further Runic Powers - all of his powers are diverted into feeding his physical body.

During the Death Mission the Farseer's movement is doubled, and all shots he makes will hit automatically without the need to roll to hit. In hand-to-hand combat he always strikes first regardless of initiative levels, and all of his blows automatically hit without the need to roll. His number of attacks in hand-to-hand combat is doubled and his strength is increased to 10. Any enemy suffering damage as a result of hand-to-hand combat blows has his armour saving dice throw reduced by -2.

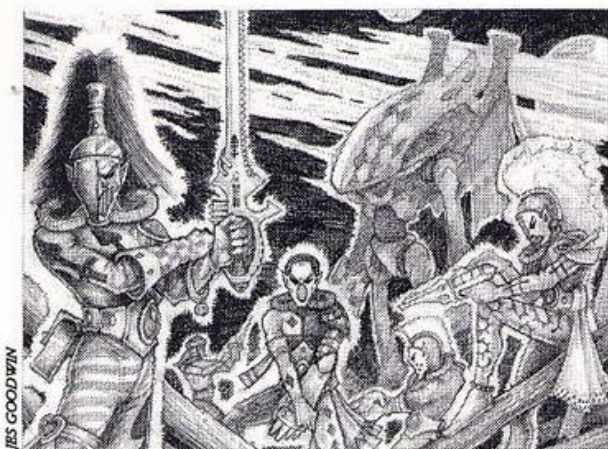
If the Farseer is lucky enough to survive until the end of the game he does not die, but his exact fate is uncertain and nothing will compel an Eldar to speak of such a thing. He leaves the Craftworld and cannot be included in its army again.



FARSEER BANNER

JES GOODWIN

HARLEQUINS



Harlequins owe no allegiance to any Craftworld, travelling from world to world and even between Eldar and alien societies. They are a unique caste of warrior-troubadour whose marvellous performances recall the legends of the Fall of the Eldar and the god known as the Great Harlequin.

Harlequins are just as much warriors as they are performing artists - indeed they make no distinction between art and war, believing that even war is an artform. An Eldar army can include a single troupe of Harlequins. This may be chosen from the Harlequin Army List in the *Warhammer 40,000 Compendium* originally printed in WD105/106. In the fullness of time we will be revising and expanding the Harlequins, but in the meantime the rules and lists already published may be used in conjunction with this list.

He found her in the arbor, gazing into the heart of a purple iris. She silently acknowledged his approach, continuing to study the delicate dark petals of the flower. He examined her face, looking for some improvement in her mood since their return.

Two months had passed since the massacre on Sarlinn's World. Outfaced, outnumbered and outmanoeuvred, the Eldar forces had been forced to fight a bloody retreat back through the warp tunnel which linked them to the planet. Barely a tenth of the Eldar engaged in the campaign had returned, a bitter blow to Craftworld's already diminished population. Worse still, in the desperate struggle against the forces of chaos there had been few chances to gather the waystones of the fallen.

Physically and spiritually the Craftworld had been dealt a mortal blow, a blow from which it was unlikely ever to recover. Their few colonies were already seriously depleted of personnel and resources, and they could expect little reprieve from that quarter.

The Eldar had clawed their way out of the pit of despair, but were never able to surmount the brim of their eternal tragedy. They were too few, the omnipresent darkness of Slaanesh was too powerful. The only respite was bought at such a terrible cost of lives and souls.

The Craftworld seemed ominously empty now. It had never been very populous, but the corridors and rooms had rung with laughter and music. Every thing, every being, every creation was so precious, and they were all aware of that fact. The Eldar had continuously celebrated the joy of their existence, had fought when they needed to, had passed through the darkness back to the light again.

Now, it seemed, they had lost sight of the light. The Eldar who had returned brought no joy of victory with them, only the shadow of despair. So many had

died on the stony fields of Sarlinn. Worse than dead, their souls had been lost forever to chaos. The awareness of this irreplaceable loss loomed over the remaining Eldar like a close dark cloud, oppressing their thoughts and their spirits. In their tunnel vision, all they could see was a slow, inevitable decline. No more laughter, no more life, no more hope.

Strange rumours were whispered in the empty corridors, that the rooms of the dead had sealed themselves off, that Wraithguard had been seen patrolling the outer limits, that the Avatar no longer sat on his throne of iron. A deadness permeated everything, colours had lost their brilliance, tunes fell flat and monotonous.

'Trillith?' he said gently, touching her on the shoulder. 'Come back with me, you look pale, you need to eat. You shouldn't spend so much time alone, it won't help anything.'

She threw off his hand and turned to face him, violet eyes glowing in her shadowed, gaunt face. 'Leave me alone Macthen. There's nothing more for me out there, for any of us. You've heard what the seers have seen, nothing... *Nothing!*'

'That's not true,' he replied, the lie coming awkwardly from his mouth. 'There is always a future. You mustn't give up hope. As long as we have hope, we have a future. I've brought you something - I think Elshar would have wanted it.'

She took the bundle from him and unwound the silk wrappings hesitantly. He saw her eyes glisten with emotion as she turned the statuette over and over in her hands, feeling its grace and symmetry.

Realising he could do nothing more to help Trillith, Macthen left. As he closed the door he thought he caught a glimpse of someone standing behind her, a stooped old woman, but he couldn't be sure. It might just have been a trick of the light.

ELDAR GUARDIAN SQUAD

Points Value 60 points per Squad



JES GOODWIN

GUARDIAN - BIEL-TAN CRAFTWORLD

The greater mass of Eldar who live on the Eldar Craftworlds are not currently Aspect Warriors, but pursue some other vocation or study not directly connected with warfare. Some fulfill the roles of engineers and constructors, others are engaged in providing essential services, a few become academics, philosophers and historians, still others explore their personal potential as athletes or entertainers.

Although these Eldar are not warriors they are still trained to fight as Guardian troops in the Eldar armies. Some will have been Aspect Warriors in the past, and their military skills are harboured to provide officers. Every Eldar on the Craftworld is ready to fight if they are needed. In times of emergency almost the entire population can be mobilised - in which case the number of Guardian Squads will far outweigh the number of Aspect Warriors. Their armour and appearance varies a great deal, sometimes even within a single Squad, although each member of a Squad generally has the same basic weaponry. Unlike the Aspect Warriors, their war gear is not dictated by ritual pattern, but can include a variety of weapon combinations.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	4	1	8	9	8	8

Each Guardian Squad consists of 5 Eldar and costs 60 points.

All members of the Squad, including its leader, have identical basic equipment and weapons, but these may be upgraded or changed as explained below. This basic armament consists of:

Mesh Armour

A suit of interwoven flexible plates similar to, but somewhat lighter than the armour worn by Aspect Warriors. This confers a basic saving throw of 5 or 6.

Weapons

The Eldar trooper is equipped with a Lasgun and Laspistol.

OPTIONAL WARGEAR

The entire Squad may exchange its basic weaponry of Lasgun and Laspistol for another combination of weapons. This turns the Squad into either a Close Combat Squad if it is re-equipped with close combat weapons, or a Battle Squad if it is uparmed with more effective weaponry.

Close Combat Squad. All members of the Squad may exchange their basic armament of Lasgun and Laspistol for either two Laspistols or a Laspistol and Power Sword. All Eldar in the Squad change to the same new armament. This costs no extra points.

Battle Squad. All members of the Squad may exchange their basic armament of Lasgun and Laspistol for Shuriken Catapult and Laspistol. This costs an extra 40 points per Squad. BUT the maximum number of Guardian Squads that may be converted to Battle Squads is half the total number in the army. Thus - if the army has a total of 4 Guardian Squads it may only have a maximum of 2 Battle Squads. This does not restrict the number of Guardian Squads that can be converted to Close Combat Squads - an army may include 2 Close Combat and 2 Battle Squads for example.

JET BIKES

The Eldar make great use of Jet Bikes. It is certainly the case that many of the unique Warrior Aspects not covered by this article ride Jet Bikes. Jet Bikes can also be ridden by Eldar Combat Squads. This practice is more common on some Eldar Craftworlds than others, and we may make provision in the future for whole armies of Jet Bike riders. However, these lists deal with a representative or typical Craftworld where only a limited proportion of Eldar would be equipped in this way.

Up to two Eldar Combat Squads may be equipped with Jet Bikes at an additional cost of 150 points per Squad. This includes bikes to mount a Standard Bearer and Musician if they are present. Jet Bikes are armed with two forward firing Shuriken Catapults.

THE MAIDEN WORLDS

Before the Fall the Eldar seeded many dead worlds with life as part of a program of colonisation which would take many thousands of years to reach fruition. Many of these worlds did not become inhabitable until many years after the fall, and some were then settled by humans and Orks who were quite unaware that they were living on a planet originally intended as an Eldar colony. The Eldar refer to these worlds as the Maiden Worlds, or Lilaethan after Lilaeth the Maiden goddess of the Eldar. Since the Fall fresh colonies have been settled from the Craftworlds themselves, often on worlds seeded before the fall, but sometimes on newly seeded or newly discovered habitable planets. The Eldar refer to all such worlds as Maiden Worlds as opposed to the lost Crone Worlds of their ancient civilisation.

OPTIONAL WEAPONS FOR LEADERS

The Squad's Leader model may substitute his weaponry for one of the following combinations:

New Weapons	Pts
Plasma Gun and Laspistol	10
Powerglove and Powersword	10
Flamer and Powersword	5
Chainsword and Shuriken Pistol	0
Laspistol and Shuriken Pistol	0

OTHER WEAPON OPTIONS

A single member of any ordinary Guardian or Battle Squad may substitute his weapons for those listed below. In the case of Battle Squads this does not affect the points already paid for Shuriken Catapults. Close Combat Squads may not include these weapons as they are either too bulky or inappropriate for hand-to-hand fighting.

1 model in the Squad may substitute its weapons for:

New Weapons	Pts
Las-cannon and Laspistol	60
Missile Launcher* and Laspistol	35
Melta-gun	10

* Missile launchers have Super Krak and Frag shells.

STANDARDS AND MUSICIANS

Each Squad may include a Standard Bearer and/or a Musician in addition to its normal fighting strength. This costs 10 points per model. Thus a Squad with both a Standard Bearer and Musician will actually have 7 models rather than 5 and costs an extra 20 points. These models have the same profile and armour as the rest of the Squad and carry either Laspistols or Power Swords or both. They fight as parts of their unit as normal.

Irillith and Berel clasped each other closely, the last moment of human contact before they assumed their warrior aspects. Around them, the walls of the shrine were humming with tension, sparkles of psychic energy running along the wraithbone.

They pulled apart and took their positions with the others on the floor. The Exarch raised her arms and the ceremony began. As the Eldar intoned the ritual chants and performed the familiar gestures they felt their humanity sliding away as the dark side of their nature was slowly released. Irillith's natural gentleness, her fears, her pity for Elshar were washed away by the relentless tsunami of the Aspect of the Warrior. As the mental breakwaters seceded, the part of her that was Irillith was swept further and further back until it was exiled to a tiny refuge in the core of her being.





Fully suited now, but still holding their masks, the Banshee warriors received the final blessing. The Exarch passed among them, dipping her finger in blood and drawing the sacred rune of the aspect on their foreheads.

The psychic tension was now almost unbearable, and the mane of hair on the Banshees' helmets stood on end with static. As one, they closed their eyes and raised their masks to their faces. A psychic shockwave boomed through the Craftworld as, simultaneously, the Avatar burst through the doors of bronze and the Aspect Warriors donned and fastened their masks.

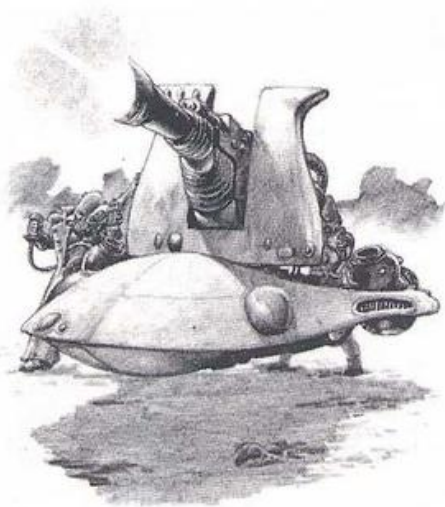
Irillith snapped open her eyes, and a film of pure red washed down over them. Blood, she smelled blood. The call to battle raced through the veins of her body. She wanted to leap, to sing with the joy of death. Most of all, she wanted to *kill*.

THE WORLD RUNES

Of all the many Craftworlds four of the largest and most famous are Ulthwe, Biel-tan, Saim-hann, and Iyanden. Like all Craftworlds these are represented by their own badge or symbol called the *World Rune*. The Runes symbolise each particular Craftworld and are used as its badge on banners, vehicles, and spacecraft.

Craftworld Name	Meaning of Name	Rune	Name of Rune
Ulthwe	The Song of Ulthanash		The Eye of Isha
Biel-tan	The Rebirth of Ancient Days		The Reborn
Saim-hann	The Quest for Enlightenment		The Cosmic Serpent
Iyanden	Light in Infinite Darkness		The Shrine of Asuryan

ELDAR SUPPORT TEAMS



KEVIN WALKER

Eldar Support Teams are drawn from Eldar currently pursuing Aspects which emphasise technical expertise. These Eldar are enrolled into their own guardian units and trained how to operate support weapons such as Lascannons, Distort Cannons, and other heavy equipment. On the battlefield these teams provide the additional fire-power needed to destroy enemy armoured formations, fortifications, heavily armoured troops, and massed targets. Each Support Team consists of two Eldar crewmen and a heavy weapon mounted on a mobile platform. These platforms allow the weapon to be moved easily by the crew and as a result Eldar support weaponry is extremely fast moving and flexible.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	4	1	8	9	8	8

Each Support Team consists of 2 Eldar plus a support weapon mounted on a mobile platform. A Support Team including its weapon costs the number of points shown below.

Heavy Plasma Gun.....	80 Points
Scatter Laser	60 Points
Las-cannon.....	120 Points
Distort Cannon	150 Points

The Support Teams crew are armed and equipped with:

Mesh Armour

A suit of interwoven flexible plates as worn by the Guardian Squads. This confers a basic saving throw of 5 or 6. If a crewman is hit all wounds resulting from that hit are ignored on the D6 roll of a 5 or 6. Modifiers from specific weapons or opponents may reduce this save or even make it impossible to save altogether.

Weapons

Each crewman is equipped with either a Laspistol or Shuriken Pistol.

MOBILE PLATFORMS

The Eldar mobile platform has anti-gravity suspensors and small jet propulsion motors built into it so that it floats above the ground surface and can be moved with only the slightest effort. Each crew model remains within 1" of the weapon whenever possible, and when one is obliged to move away (as a result of close combat/routes/etc) he will always attempt to return to his weapon if it is still intact. So long as both crew are within 1" of the weapon and are otherwise unoccupied the weapon may be moved up to 4" and fired during the turn. Normal movement penalties applying to the crew also apply to the gun, so deduct 2" for crossing a wall and move at half rate in a wood, for example.

When an enemy shoots at either gun or crew work out whether the shot hits, and then randomly determine whether it is the gun itself or a crewman which is hit. This can be done quite simply by nominating one crewman as 1-2, the other as 3-4, the weapon as 5-6, and roll a D6. The weapon and mobile platform has a nominal toughness of 4 - if any damage is caused roll a D6.

1 Platform Destroyed.

Weapon is immobilised for the rest of the game. It cannot be turned, but may continue to be fired within its normal arc.

2-6 Weapon and platform destroyed.

If a weapon is destroyed then its crew may function as a small independent unit from then on. Alternatively, they may move towards and join another Support Team and act as reserve crew - taking over if the weapon's own crew are killed.

A single crewman may either shoot the weapon or move it during the turn, but not both in the same turn, turning the weapon to face a new direction is considered to be moving. If both crew are killed the weapon is left in place. It can be taken over and used by other Support Team crews, but not by enemy troops. Enemy troops may destroy the weapon by moving into base to base contact with it once all crew are gone.



EXARCH - STRIKING SCORPION

JES GOODWIN

ELDAR

PAINTED BY
MIKE MCVEY
AND
TIM PROW

Although the main colours of Aspect Warriors are consistent throughout Craftworld society, there are always minor variations between squads. These variations usually take the form of a secondary contrasting colour - for example, blue is the main colour of the Knight Avengers, so I painted some of the armour plates yellow. This contrasts well with the blue and makes the squad easily identifiable. Banners are also used to differentiate between squads, I decided to put back banners on the Knight, the Scorpion and the Dragon, and a weapon banner on the Swooping Hawk.

When Aspect Warriors don their armour they paint a rune on their face, this rune can also be also displayed on the armour. I painted these on the helmet of the Dragon and the Reaper and the loincloth of the Banshee proved an ideal surface.

Mike McVey



SWOOPING HAWK



HOWLING BANSHEE



FIRE DRAGON



STRIKING SCORPION



REAR VIEW SHOWING
DISTINCTIVE YELLOW AND BLACK
BANDING



DIRE AVENGER



DARK REAPER



WARLOCK WITH
WITCH BLADE



WARLOCK WITH
FORCE STAFF



TIM PAINTED HIS DARK REAPER ASPECT WARRIORS WITH
RED HELMETS TO IDENTIFY THEM AS A DIFFERENT SQUAD



ASPECT WARRIORS

All Aspect Warriors have very simple colour schemes, making them quick to paint. I found that the simplest approach is to paint a base colour over the entire miniature except for the helmet and the weapons. As each of the Aspects has a definite range of colours, the choice of base colour was a simple matter: deep red for the Fire Dragons; dark blue for the Dire Avengers; black for the Dark Reapers; dark green for the Striking Scorpions; dark grey for the Swooping Hawks; and deep bone for the Howling Banshees.

As well as the painted models on the opposite page, there are more examples of Aspect Warrior painting schemes on the full-colour pages in the Eldar army list itself. As you can see, each scheme is different but each Aspect uses the same basic colours. Using this basic set of colours, you'll find an endless variety of actual painting schemes can be devised, giving each squad its own individual appearance and at the same time making its Aspect instantly identifiable.

FIRE DRAGONS: I gave the miniature a base coat of a mix of Imperial Purple and Red Ink. I then thinned this down to a wash which I applied over the entire miniature except for the helmet and weapons. For the next step, I applied the first stage highlights with Blood Red. The softer areas of the Aspect suit need to remain darker than the hard plates, so I gave them only small highlights on the edges of the creases and raised areas. I picked out each of the hard plates in Blood Red and highlighted them with Blood Angel Orange and Skull White. I gave the helmet a base coat of Spearstaff Brown with a spot of Orange Ink, highlighted with Sunburst Yellow and Skull White.

I decided that painting the Aspect rune on the front of the helmet in black would look dramatic and add to the feel of the model. These runes can actually be painted on any part of the armour or left off altogether – it's up to you. I find the easiest way to paint them is to use a sharp pencil to lightly draw out the rune, then paint it in using Chaos Black thinned down with Black Ink. When you use a pencil to draw onto a model, it's important to make sure that the paint is completely dry and hard, and that you only draw very lightly.

DIRE AVENGERS: I got the overall blue colour scheme by putting a base coat of Marine Dark Blue on in a thin wash. When this was dry, I highlighted with Ultramarine and Skull White. The undersuit was left darker than the top plates so there were no final highlights.

I chose yellow as the secondary colour because of the striking contrast with blue. I gave these areas a base coat of Spearstaff Brown highlighted with Sunburst Yellow and Skull White. The black and white stripes on the helmet crest and gun are particularly effective and are a clear way of indicating the squad.

DARK REAPERS: I used a black undercoat on this miniature instead of the normal white. This creates a deep shadow, just leaving the highlights to be added. On the undersuit, the highlights are a mix of Chaos Black and Skull White with the final highlights in Elf Grey.

I highlighted the top plates with a mix of Chaos Black and Moody Blue, then added Skull White for the final highlight mix. I picked red as the secondary colour because it contrasts dramatically with the black and bone of the overall scheme. Finally, a coat of gloss varnish of the helmet makes the whole miniature particularly effective.

STRIKING SCORPIONS: I thinned down a mix of Woodland Green and Chaos Black and applied this as a base coat over the whole model apart from the weapons. I highlighted the softer areas by adding Skull White to the original colour; for the hard plates I used Goblin Green and Bilious Green to highlight.

I chose yellow as a contrasting colour as it combines very effectively with the black on the underside of the helmet and backpack, as shown on the rear of the model. The Blood Red gems look very dramatic set against the green armour.

SWOOPING HAWKS: Squads of Swooping Hawks are often differentiated by the colour of the outer feathers on their wings; I picked yellow and turquoise because they look striking together and go very well with the overall feel of the model. I made up the turquoise colour by mixing Ultramarine and Woodland Green in a ratio of 1:2. I then highlighted this base colour by adding Skull White to the mix. Once the highlights were dry, I painted on a few very thin washes of turquoise ink to enrich the colour. This ink is mixed from Blue and Green Inks in the same 1:2 ratio as the paint.

HOWLING BANSHEES: I got the bone effect on the Banshee armour by applying a base coat of Bestial Brown and Orc Brown. I then highlighted this with Bronzed Flesh and Skull White with a final highlight of pure Skull White round the edge of the plates.

I painted the hair using a base coat of Terracotta, highlighted with Blood Angel Orange and Skull White. I then added a wash of Chestnut Ink to tone down the white and create a richer colour. If you want, the Banshee's loincloth is an ideal area on which to paint the Aspect rune or just a decorative pattern.

WEAPONS: The look I wanted to achieve for the weapons was an antique gold effect to suggest venerable age and fine craftsmanship. I used a base coat of Chaos Black over all the weapons to create a very deep shadow. I then covered this almost completely with a mix of Shining Gold and Brown Ink, highlighted by adding more Shining Gold and Mithril Silver to the base mix. A final thin glaze of Brown Ink helped to smooth it all out.

You can achieve an even more intricate effect by painting fine filigree work on the weapons. To do this, I use a base coat of Chaos Black; when it's dry, I paint on very fine interlacing lines of Skull White, adding a thin glaze of Orange Ink to give a gold effect.

WARLOCKS: The only thing that I had to bear in mind when painting the two Warlocks was that they have dark robes and their helmets are a bright contrasting colour. I got the purple colour by using a base coat of Imperial Purple and Chaos Black, highlighted with Imperial Purple and Skull White. For the blue, I used Space Marine Blue highlighted with Ultramarine and Skull White. The runes on the robes were painted on in Skull White and shaded with Yellow and Brown Ink.

GENESTEALERS



WARHAMMER 40,000

GENESTEALERS

by Paul Murphy

This is the first of a two-part article describing the Genestealers, a race of aliens menacing the universe of *Warhammer 40,000*. This article describes the Stealers, discusses how they move about the galaxy and how their covens infiltrate the Imperium. The next article will contain Genestealer and hybrid game statistics, and an army list for Genestealer cults.

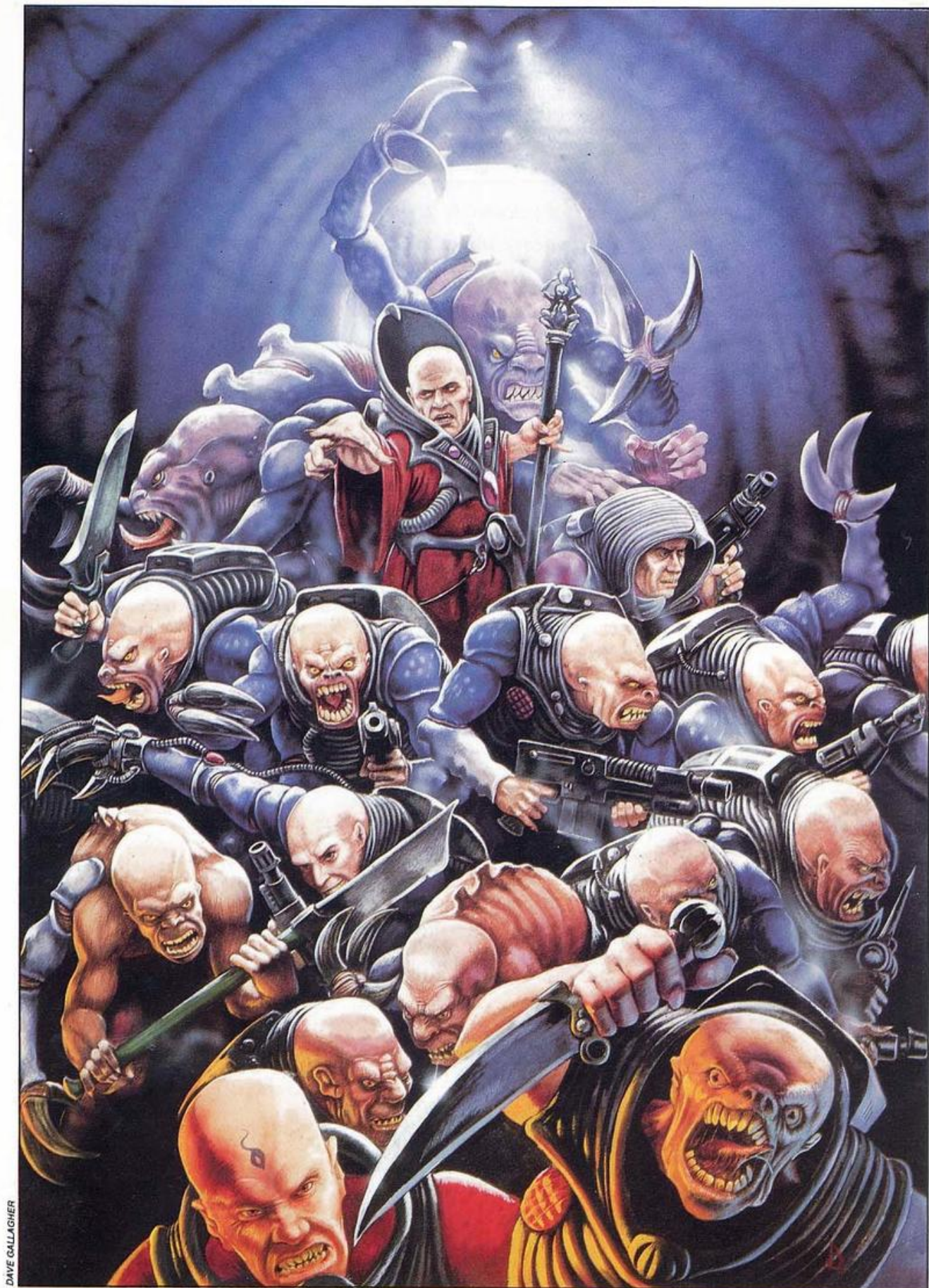
The Genestealers are a race of aliens from another galaxy who seek to conquer the Imperium from within. They infiltrate a planet, infecting citizens with their genetic material, causing their children to be born Genestealer-Human hybrids. A Stealer and its victims form a secret cult on the planet, wherein the Stealer's monstrous progeny can mature in safety and secrecy, until they are in a position to challenge the planet's rulers.

These cults seek to gain control over the host planet subtly, through hidden manipulation of the populace and subversion of the planetary government. However, they can put a potent force into battle if threatened. The Stealer cults sometimes form alliances with other cults, and they can be found fighting alongside Chaos or Vampire cults or warbands - or, if it suits their purpose, against them.

The Genestealers are among the most unusual of creatures Humanity has yet encountered, combining extraordinary intelligence and subtlety of mind with remarkable strength and quickness of body. Their torsos and extremities are protected by a deep blue carapace. Their sinewy muscles are purple-red. They are bipedal, standing in a perpetual crouch atop hooved feet, and they have two sets of arms, one equipped with Human-like hands, one with powerful ripping claws. The Genestealers' hairless heads are bulbous in shape, coloured the same deep purple-red as their muscles, with the creatures' fang-filled mouths and hypnotic eyes at the front.

Genestealers are stronger and hardier than Men, able to withstand even the most hostile environments - including hard vacuum - unprotected. They live for centuries.





REPRODUCTION CYCLE OF THE GENESTEALERS

The Genestealers' method of reproduction is as alien as their appearance. There are no male or female Genestealers: the Stealers do not mate with each other; they do not bear their own young. Instead, the Stealers 'infect' members of other races with their genetic material.

Genestealers are equipped with ovipositors, or egg-layers, in their tongues. They have the ability to mesmerise their victims with their gaze, in much the way a snake can paralyze a bird with terror. Once the victim is subdued, the Stealer pierces the victim with its tongue, which deposits an egg beneath the skin.

The Stealer's egg never hatches - in fact, 'egg' is something of a misnomer; it is more like a cancer than an egg. When implanted, the egg begins to alter the host's genetic structure, cell by cell, wreaking particular damage to the victim's reproductive system. The victim shows little outward sign of the infection - in fact, he gains some of the Stealer's remarkable strength, resilience, and longevity, becoming healthier than he was before. However, the damage is horribly evident in the victim's children.

When someone infected by a Stealer mates, his offspring are hybrids - part Human, part Stealer, with the Stealer traits predominating. Once mature, these hybrids infect other Humans with eggs: their children are also hybrids, though they will look more like normal Humans.

The cycle of infection continues until about the fourth generation, when the hybrids are all but indistinguishable from purestrain Humans. The fourth generation hybrids have no ovipositors and mate in the normal Human fashion, but they may spawn Humans, hybrids, or purestrain Genestealers.

Perhaps the most horrifying aspect of the entire cycle is that the Human hosts appear not to notice - or care - that their children are monsters. The parents love and cherish the creatures, above and beyond even normal parental affection. Whether this is because of some power of the child or because the parents are psychically dominated by the purestrain Genestealer is unknown.

Once the Genestealers begin to infiltrate and infect a new race, that race's days are clearly numbered. A single Genestealer can infect hundreds; their children can infect millions. Unless the infection is spotted early and ruthlessly countered, in short centuries the original race is all but extinct. This makes the Genestealers terrible, implacable enemies - they must constantly seek out new races to conquer, or their race will perish with their victims.

GENESTEALERS AND TECHNOLOGY

Though equipped with flexible, sensitive hands, purestrain Genestealers are mentally incapable of using even the simplest of tools and weapons. Apparently, the very concept of manipulating their environment through tools is entirely alien to their psychology, and they are not able to comprehend the workings of the lever, the spear or the blaster. This is extremely fortunate for the Imperium, for in every other way they are deadly warriors.

However, their hybrid children are not so limited. The first generation tends to have the same mental shortcomings as pure Stealers, but further generations - where the Human genes apparently have more influence - gain some of Man's facility with tools and weapons. Though not technological innovators, these later hybrids can use equipment others have designed and built.

We came in through the western wall at the height of the ceremony, as the frenzied screams of pain and ecstasy reached their loudest. To the left were the cult members, about two hundred men and women in all, lying fully prostrate on the floor. To the right stood their - priests? gods? children? - I don't know what to call them. There were perhaps a dozen of the creatures, dressed for battle and arrayed about a tall, handsome man in ceremonial robes, bearing a staff of some kind.

For a long moment, no one moved. The tall man looked at me. I could *feel* his eyes burning into my mind. I was frozen with terror and... and something like *anticipation*. He smiled. I - I don't know what would have happened next, if Gornn, my Ogryn Sergeant, hadn't torn loose a piece of the wall and thrown it at the tall man. He missed - and one of the creatures ripped Gornn's head off for his pains - but the tall man flinched, and the spell was broken.

I ordered my men to attack. You know the rest.

- *Final report of Rickhart Toll, late of the Imperial Guards.*



● SPACE HULKS

Space hulks are massive, derelict vessels, locked in a strange, eternal voyage through the warp. These mysterious vessels appear only very rarely in Imperial space - and they bring either great wealth or great calamity to those who find them.

Very little is known about the warp. Some studies were undertaken during the Dark Ages of Technology, but most of the knowledge was lost in the Age of Strife, or suppressed by the Ordo Malleus in the years since. However, it is known that there are currents and eddies in the warp, which can trap a vessel in warp space forever, or turn it from its course and deposit it back in realspace light years - or centuries - from its intended destination.

The vessels known as space hulks suffer a different, and in many ways, much more unpleasant, fate. Space hulks have been wrenched from their course, and drift helplessly through warp space, travelling wherever the currents take them. They may stay locked in warp space for centuries, or drop back into realspace minutes after entering the warp.

It is impossible to determine where or when - or if - a hulk will return to real space, and even the psychic Astropaths are unable to influence or predict the hulk's voyage. Once the hulk is returned to realspace, it is not free. Minutes, hours, days, or years later, it will be sucked back into the warp, to endure another uncertain, endless voyage.

Passengers trapped aboard a drifting space hulk face slow death by starvation - or quick death by madness. Possibly the most unfortunate are those whose vessels have efficient life-support systems: they may linger for centuries.

There appears to be some kind of pattern to the arrival and departure of space hulks, and periodically, two or more appear in realspace at the same place and time. If one is empty and dead and the other inhabited, the crew of the inhabited vessel scavenges the other for metal, energy, and spare parts, seeking to repair their own dying ship or expand their living space by binding the two vessels together. If both ships are occupied, the crews may fight savagely to take each other's vessel. Over the millennia, the patchwork vessels attain huge size.

It is impossible to predict when a hulk will re-enter the warp, so anyone who boards them risks eternal prison. However, there are many who are willing to take that risk. Some hulks have been in existence since the Dark Age of Technology or even earlier - though their original inhabitants are long dead, these vessels are treasure-houses of lost technology, containing secrets which could bring unimaginable wealth to anyone who dares plunder them.

Genestealers use this to their great advantage in the war against Man. They have boarded a number of space hulks, accompanied by their hybrid children. The hybrids construct cryogenic suspension chambers for the pure Stealers - though hardy and long-lived, even the Stealers cannot survive for centuries in the awful cold and vacuum of space.

Once the cryogenic chambers are complete, the hybrids depart. The purestrain Genestealers sleep, and the hulk continues its eternal voyage. Though it may take centuries, eventually - inevitably - some day the space hulk will reappear in populated space, to be discovered and boarded by foolhardy treasure-hunters.

When the space hulk is boarded, sensors are triggered, awakening the sleeping Genestealers. The boarding party is attacked, overwhelmed, infected - and then released. Several Stealers accompany the party back to their ship, infecting the ship's crew as well, and then hiding themselves in the ship's holds.

Psychically controlled by the Stealers, the ship's crew have little or no memory of the attack, and may not be aware that they have been infected or that they are carrying Stealers. When the ship reaches a Human-held planet, an implanted crewman departs, accompanied by a Genestealer. The vessel becomes a plague carrier, bringing its cargo of death and despair to each planet it visits.

Once on the planet, the Stealer goes into hiding, and the crewman under his control begins to form a cult.

● GENESTEALER CULTS

There are many cults scattered throughout the Imperium. In an age where psychic power is strong, when Daemons and monsters stalk the galaxy, and the powers that be ruthlessly suppress all knowledge of these things, it is inevitable that the foolish, or curious, or power-hungry will seek this knowledge on their own. Such people often form religions, secret societies or hidden enclaves where they can experiment, plot, or worship far from the prying eyes of the Inquisition.

Some of these cults are harmless, run by religious quacks or charlatans; some are much more sinister. It is rumoured that there are millions of Chaos cults scattered throughout the Imperium, as well as other groups dedicated to the Emperor's downfall - including Genestealer cults.

When they arrive on a Human planet, the Genestealer and its Human thrall go as far away as possible from civilisation, settling in the most remote and desolate part of the planet - either in the far wilderness or deep in the bowels of the abandoned inner city. The Genestealer begins to prey on the Humans around him; those he infects join his cult. The children of the infected Humans (Human-Stealer hybrids) are kept well hidden from prying eyes.

A Genestealer cult usually masquerades as a new religion, with the Stealer's thrall as titular head. In outward appearance the religion is completely harmless, and often laudable, promoting hard work, cherishing the young and respecting the old, and encouraging extreme modesty (most of the priests and priestesses go about completely robed at all times). The religious message is simple, usually fortelling the coming arrival of the Blessed Children, who will lead their parents to eternal bliss.

Space Marines from the Blood Drinkers and the Nova Marines engaged in the process of cleansing the space hulk codenamed *Death of Integrity*. Members of the First Company from both Chapters led the assault, clad in Tactical Dreadnought Armour for extra protection. In all a kill ratio of 53 to 1 was achieved.

Total annihilation of the Genestealer population has subsequently been confirmed - the hulk is now being examined for STC materials.

- Diorama by Mike McVey



As it grows in power and influence, the religion attracts genuine converts, who have no idea of the sinister cult hiding behind it. Eventually, these dupes are initiated into the deeper mysteries of the faith - and infected themselves.

Though Genestealers are driven by a ferocious and all but uncontrollable need to infect victims to ensure the survival of their species, the pure Stealer restrains itself and its progeny from infecting too many Humans too fast, recognizing that the religion's too-rapid growth might arouse the suspicion of the Imperial Inquisition.

The years pass, and eventually the third and fourth generation hybrids are born. Some are virtually indistinguishable from untainted Humans. It is at this point that the cult begins to spread its power across the planet. The titular head of the religion, the original crewmember infected by the Stealer, is removed, and his place is taken by a fourth generation hybrid. The hybrid, having some of the Genestealers' hypnotic powers, literally mesmerises those who see him, gaining new and even more fanatical members for the cult.

Other fourth generation hybrids leave the close protection of the cult and, masquerading as diplomats, religious missionaries, merchants, or other travellers, spread the infection across the planet, and throughout the Imperium.

Once the fourth generation is born, virtually the only way to stop the infection is to sterilize the entire planet, killing every living thing on it.



● GENESTEALER CULTS IN BATTLE

When a Genestealer fights, it does so as a wild beast - rending its opponents with its powerful claws, tearing at them with its razor-sharp teeth.

A Stealer is all but unstoppable in close combat; even a man protected by Tactical Dreadnought Armour is no match. Thus, close combat is at the heart of a Genestealer cult's battle tactics - a massive wave assault of Stealers, hybrids, and Human fanatics. If the attackers reach the enemy's position, the enemy is almost certainly doomed.

In battle, the cult is led by its Magus - a fourth generation hybrid who is the figurehead leader of the cult. The purestrain Genestealer continues to advise the Magus, but it leaves the actual generalship to someone who is better able to understand the opponent's weaponry.

The Magus and Genestealer are accompanied by the core of the cult - the coven, containing most of the early-generation hybrids and a small number of Humans armed with ranged weapons. The coven takes no part in the early stages of the battle, merely directing the other troops, providing a rallying point, and awaiting the moment to spring.

The cult probably won't have a good deal of ranged weaponry at its disposal - the Genestealer is indifferent to such things and they are often difficult for any but legitimate military forces to attain.

Whatever ranged weapons the cult has are concentrated in a single unit. This unit takes up a good defensive position, attempting to engage the enemy's ranged weapons, pinning them down and drawing fire away from the coven's shock troops.

The bulk of the cult's fanatic Human members are provided with close assault weapons - short-range guns, if available, rocks, clubs, swords, and the like. Forming up in massive waves, they rush out onto the field, screaming wildly, firing indiscriminantly, and waving the cult's battle banner. This has two purposes: to work them up into an even greater frenzy, and to frighten and demoralize the enemy. They advance mindlessly, taking no notice of casualties - the only way to stop them is to kill them all.

When the enemy is demoralized or the battle hangs in the balance, the coven itself enters the fray. Moving close behind the fanatics, drawing protection from enemy fire by the seething mass of frenzied Humanity, the Magus, the purestrain Stealer and the early hybrids move in for the kill. When the fanatics have reached the enemy lines, the coven springs into action, ripping their opponents apart in an orgy of blood and destruction.

Of course, specific details vary from battle to battle. The cult may have auxiliary troops from allied Chaos cults or other Genestealer cults; rogue psykers or Beastmen may be fighting alongside the cult for their own purposes; the cultists may be mounted on horseback or within an armoured vehicle; the Magus may be possessed by a Daemon (an awesome combination indeed!). But whatever the circumstances, the overall tactics remain the same: get in close and tear the enemy apart.

Few can face the awesome might of a Genestealer cult at war. If discipline is at all weak, if they waver for even a moment, they are surely doomed.



GENESTEALER CULT ARMY

The coven army contains alot of human brood brothers - here we've used plastic Imperial Guard miniatures. Their purple and beige colour scheme echoes the purple and blue colours of their stealer brethren. Also shown are the coven limousines used to transport purestrain genestealers in secret - these impressive models were designed and scratch built by Dale Hurst.



KHORNE WORSHIPPING
BEASTMEN



PLASTIC THIRD GENERATION
HYBRID ARMED WITH
MULTIMELTA



MAGUS ARMED WITH
LASGUN AND FORCE
SWORD (CONVERSION)



BROOD BROTHER HOLDING
THE COVEN STANDARD



BROOD BROTHER HUMAN
KHORNE WORSHIPPER



HUMAN ROGUE PSYKER



GENESTEALER PATRIARCH
WITH MINDEATER SWORD
(CONVERSION)



KHORNE WORSHIPPING
BEASTMAN



SECOND GENERATION
HYBRID



BROOD BROTHER



THE COMPLETE CULT ARMY ALONG WITH 2 COVEN LIMOUSINES

● GENESTEALER PHYSIOLOGY

Purestrain Genestealers can only reproduce by infecting a victim with their genetic material. The gene-host survives as a healthy Human being, but, upon becoming a parent, the gene-host's firstborn child is indelibly marked by the gene-infection. Once the child matures into a Human-Genestealer Hybrid, it can pass the infection on to other Humans, whose firstborn will also be born as Hybrids. It is only the firstborn child of infected parents that is a Human-Genestealer Hybrid; later offspring will always be normal Humans.

The first generation Hybrids closely resemble purestrain Genestealers. But, with each new generation of Hybrids, Genestealer traits give way to Human traits, until fourth generation Hybrids are all but indistinguishable from untainted Humans. However, a Hybrid will always display the Genestealer's primal instincts; these always remain in their genetic structure, and - no matter how Human in appearance - a Hybrid belongs to the Genestealer brood.

Purestrain Genestealers are totally incapable of passing as Human. Their multiple arms, bulbous heads, glaring eyes, and animal crouch give them away; no amount of clothing and make-up can disguise such characteristics. However, later generations, particularly the third and fourth, become more humanoid in appearance. Indeed, many Genestealers of advanced generations can appear as Humans at first glance, especially if wearing concealing clothing. However, as their sharp teeth and hypnotic eyes are somewhat of a giveaway, they tend to avoid speaking to strangers or looking at people straight in the face.



ADRIAN SMITH

It follows that, in many ways, the later generation Hybrids are the most dangerous - they can move freely among Humans, passing on their terrible disease unnoticed.

Due to the sheer number of Humans throughout the Imperium they are the race most commonly affected by Genestealers. Nevertheless, there is no reason why any other race cannot be infected; Ork-Genestealer Hybrids are perfectly possible - indeed many exist. The appearance of such Hybrids would, of course, depend on the parent race, and they would show different physical characteristics than a Human-Genestealer crossbreed.

● GENESTEALER AND HYBRID PHYSICAL CHARACTERISTICS

By infecting a victim with its genetic material, a Genestealer passes on some of its physical characteristics to the victim's first offspring. In the first generation, this gives rise to a Hybrid with a number of Genestealer traits. Through successive generations of Hybrids these traits become less extreme, until in the fourth generation the Hybrids can pass as normal Humans.

Each physical characteristic goes through certain distinct stages.

The Head

Although Genestealer Hybrids gradually lose their long bulbous craniums as the generations progress, their hypnotic, staring eyes remain; their appearance often gives away a Hybrid who otherwise looks quite Human. In the same way, fangs become shorter in later generations although all the Hybrids retain vicious sharp teeth.

The Carapace

Purestrain Genestealers have a tough, armoured carapace with a horny spinal ridge, and raised ligatures running along their limbs. They are also bent over in a perpetual crouch, as if waiting to spring, making them appear much shorter than their true height. Later Hybrids lose the carapace, and attain a more upright stance as the spine straightens out to accommodate a more Human hip structure.

The Arms

Purestrain Genestealers have four arms - a pair with hands from their midsection, and a pair with powerful claws mounted at their shoulders with which they attack. Later Hybrids lose one or both of the clawed arms, leaving only those with hands, and their hands become more able to handle manipulative tasks of an intricate nature.

The Legs

Throughout the successive generations, the Hybrids lose the long, powerful legs typical of the Purestrain Genestealers and acquire normal Human legs.

The *Purestrain and Hybrid Characteristics* table summarises the physical form of the Genestealer and its descendants.

PURESTRAIN AND HYBRID CHARACTERISTICS

Generation	Head	Body	Legs	Arms	Fangs	Claws	Ovipositor	Hypnotic Gaze	Telepathy	Full Psi Powers
Purestrain	Purestrain	Carapace	Purestrain	4	Yes	2	Yes	Yes	Yes	No
First	Bulbous	Carapace	Long	3-4	Yes	1-2	Yes	Yes	Yes	No
Second	Bulbous	Carapace	Long	3	Yes	1	Yes	Yes	Yes	No
Third	Bulbous	Crouched	Humanoid	2-3	No	0-1	50% chance	Yes	Yes	Yes
Fourth	Humanoid	Humanoid	Humanoid	2	No	No	No	Yes	Yes	Yes

Later

The firstborn of a fourth generation Hybrid is a Purestrain.

All Purestrains and Hybrids possess *Hypnotic Gaze* and *Brood Telepathy*, and are immune to *psychology*.

Purestrain Genestealer: Cannot use Human weaponry. All attacks are *claw* attacks. The Purestrain has an ovipositor and can make an *implant* attack.

First Generation Hybrid: Cannot use Human weaponry. A first generation Hybrid must roll on the following table to determine how many arms it has:

D6 Roll Number of arms

1-3 Four arms: two clawed arms and two with hands

4-6 Three arms: one clawed and two with hands

The Hybrid will make *claw* attacks. It has an ovipositor, and can make an *implant* attack.

Second Generation Hybrid: Can use Human weaponry. Makes one *claw* attack and one weapon attack. The Hybrid has an ovipositor, and can make an *implant* attack.

Third Generation Hybrid: Can use Human weaponry. Roll on the following table to determine how many arms it has:

D6 Roll Number of arms

1-3 Three arms: one clawed and two with hands

4-6 Two arms: both with hands

If it possess a clawed arm it may make a *claw* attack if it wishes.

A third generation Hybrid must also roll on the following table to see if it has an ovipositor and associated *implant* attack.

D6 Roll Ovipositor

1-3 Yes, the Hybrid has an ovipositor and an *implant* attack

4-6 No, the Hybrid is a neuter or *Drone*.

The Hybrid may also have full psychic abilities.

Fourth Generation Hybrid: Can use Human weaponry. May also have full psychic abilities.

● GENESTEALERS IN COMBAT

Purestrain Genestealers and first generation Hybrids are extremely fast and agile when on the attack. To represent this, there is a *to hit* modifier of -1 against a charging Genestealer. This is in addition to the normal charge modifier, giving a total *to hit* modifier of -2.

Purestrain Genestealers and first generation Hybrids can deliver a powerful and destructive blow with their claws, and have a considerably longer reach than most Humans or later generation Hybrids. To represent this, they make a *claw* attack with a -1 *save* modifier.

The Genestealer Kiss

Purestrain and early generation Hybrids have an ovipositor in their throat which is used to implant the Stealer gene into their victims. To do this the Genestealer must make an *implant* attack, during which the Genestealer appears to bite or kiss the face of its victim. The attack can be delivered against any living model in front of, and in base-to-base contact with, the Genestealer. If attempting an *implant*, the Genestealer may make no other attacks that turn.

If the victim is held by the Genestealer's *Hypnotic Gaze* (see *Psychic Abilities*) the attack is automatically successful; otherwise, the Genestealer makes a standard melee attack. If the attack succeeds, the gene material is automatically *implanted* - there is no damage roll. However, if the victim is wearing a helmet or armour which covers his face or head, he gets the appropriate *armour saving throw* to avoid *implantation*.

After being *implanted* with the Stealer gene, the victim immediately collapses in a coma and is unable to do anything for the rest of the battle. The victim recovers consciousness after a few days and appears completely unharmed, if somewhat dazed and with no conscious memory of the Genestealer attack. There are no outward signs that the victim is host to the Stealer gene.

Obviously, a Genestealer intent on passing its genetic material on to a victim will make no further attacks, or do any harm to the victim, once the *implant* attack is successful. In addition, other Genestealers can identify unconscious gene hosts and will not harm them.

Third generation Hybrids have a 50% chance of having an ovipositor. If they do not possess one, they are neuter Hybrids or *Drones*, and are unable to mate at all (although, with the appropriate surgical equipment, they can pass on the Stealer gene by injecting a victim with their blood).

Fourth generation Hybrids always lack the ovipositor and can only mate in the normal Human manner.

Genestealers and Weaponry

Purestrain Genestealers are unable to use Human weaponry; their thought processes and aggressive instincts are entirely alien, and they rely instead on their own natural forms of attack. However, later generation Hybrids are sufficiently Human to be able to understand and manipulate weaponry designed for Human hands, eyes and minds.

Psychology

Purestrain Genestealers and all Hybrids are immune to the effects of *psychology*.

● PSYCHIC ABILITIES

Both Purestrain Genestealers and Hybrids possess two innate traits that are similar in operation to psychic abilities: their *Hypnotic Gaze* allows them to paralyse foes prior to the implantation of the Stealer gene, while *Brood Telepathy* allows them to transmit and receive messages on the battlefield.

Both abilities, *Hypnotic Gaze* and *Brood Telepathy*, use no *psi-points*; a Stealer or Hybrid may use one of these abilities per turn at no cost, although it cannot use both at the same time.

Psychic Hybrids

Purestrain Genestealers and first and second generation Hybrids have no psychic powers except for their innate abilities, *Hypnotic Gaze* and *Brood Telepathy*. Third and fourth generation Hybrids, however, will often have additional psychic powers. Inherited psychic traits passed on from infected psykers in the Hybrid's ancestry may become apparent in the near-Human third and fourth generation Hybrids.

Purestrains and Hybrids can recognise Human psykers when they find them. Genestealers are attracted to psykers, and share none of the normal Human's prejudices against them, simply regarding them as exceptionally advanced specimens of the race. Consequently, the psykers in a community are amongst the first to be infected by the Stealer gene. This means that Human psychic traits will pass into the gene pool of the Hybrid brood, to be inherited by later generations. Thus, by the third and fourth generations, the Hybrids can develop full psychic powers in addition to possessing the two innate abilities of Genestealers.

Psychic Hybrids tap raw psychic energy emanating from the primitive Genestealer Power that exists in the warp - the shadow image of the 'will to survive' of the Genestealer species. Psychic Hybrids who worship a Chaos Power may of course draw psychic energy from their patron, thus tainting their simple Genestealer souls.

Hypnotic Gaze

A Purestrain Genestealer or Hybrid may fix its gaze on one living opponent within 6", freezing him in place. The victim may make a **WP** test to avoid the gaze, by trying to roll less than his *Will Power* on 2D6; if the victim fails, he is paralysed, and may do nothing as long as the Genestealer or Hybrid continues to stare at him.

The Genestealer or Hybrid will only stare at a victim who isn't already in melee combat. While using its *Hypnotic Gaze*, the Genestealer or Hybrid may only engage in combat to deliver an *implant* attack against the victim; it may move as normal, as long as it remains looking at the victim. The stare is broken if the Genestealer or Hybrid takes damage in an attack, leaves the victim's view, or turns its gaze on another. Once the stare is broken, the victim may make a **WP** test each turn to break its paralysis.

Although third and fourth generation Hybrids who do not have an ovipositor cannot make an implant attack, they retain the *Hypnotic Gaze* ability, using it as a natural form of defence and a means of intimidating adversaries.

Brood Telepathy

Genestealer *Brood Telepathy* enables a Purestrain Genestealer, or Hybrid of any generation, to establish momentary one-way contact between itself and any other Genestealer or Hybrid of the same brood within 24" (all Genestealers and Hybrids descended from the same Patriarch constitute a brood). In this way, a brief message may be passed between the Brood members - the equivalent of about 10 words.

The Genestealer Patriarch can also establish a telepathic link between itself and any of its descendants within 24", although in this case the link is two-way, due to the Patriarch's position within the Brood blood-line. A telepathic link is severed if the sender or recipient suffers a *Wound* during transmission.

Brood Telepathy proves especially useful in battle because one Brood member can act as a telepathic observer for another armed with a heavy weapon capable of indirect fire (such as a grenade launcher). Such weapons can be fired at a target not visible to the user, provided it is within sight of another Brood member in telepathic communication with the weapon user.

The dark storm clouds rolled across the sun, throwing deep shadows across the rig. Relant Trayl shifted his respirator, removing the sulphur dust from the edges. He checked the dials a final time. Satisfied that everything was okay, he walked back over to the crawler.

He gave the tracks a hefty kick as he climbed aboard, dislodging the thick, choking dust that was clogging the exhausts.

He was attaching his harness, when a loud crash distracted him. He watched a thick plume of red dust arch into the sky from behind an outcrop to his right, to fall across the crawler and cover the windshield.

Cursing, he flung the hatch open and stood up, grabbing the binoculars by his seat. He flicked the range knob, bringing the outcrop nearer by a factor of ten. His respirator rattled as he caught his breath.

Just reaching the summit was something moving at a phenomenal speed. He couldn't work out what it was - its blueish skin blended in with the purple rock, making it difficult to see it clearly. He altered the spectrum of the binoculars to pick it out, gasping at what they revealed.

Tumbling down the outcrop were hundreds of the creatures, Human-like things with four arms and covered with a dark blue shell. They were falling over themselves as they surged forward like some sort of tidal wave. Here and there, swimming in the ocean of creatures, were Humans - although he knew nothing truly Human could move in this atmosphere without oxygen.

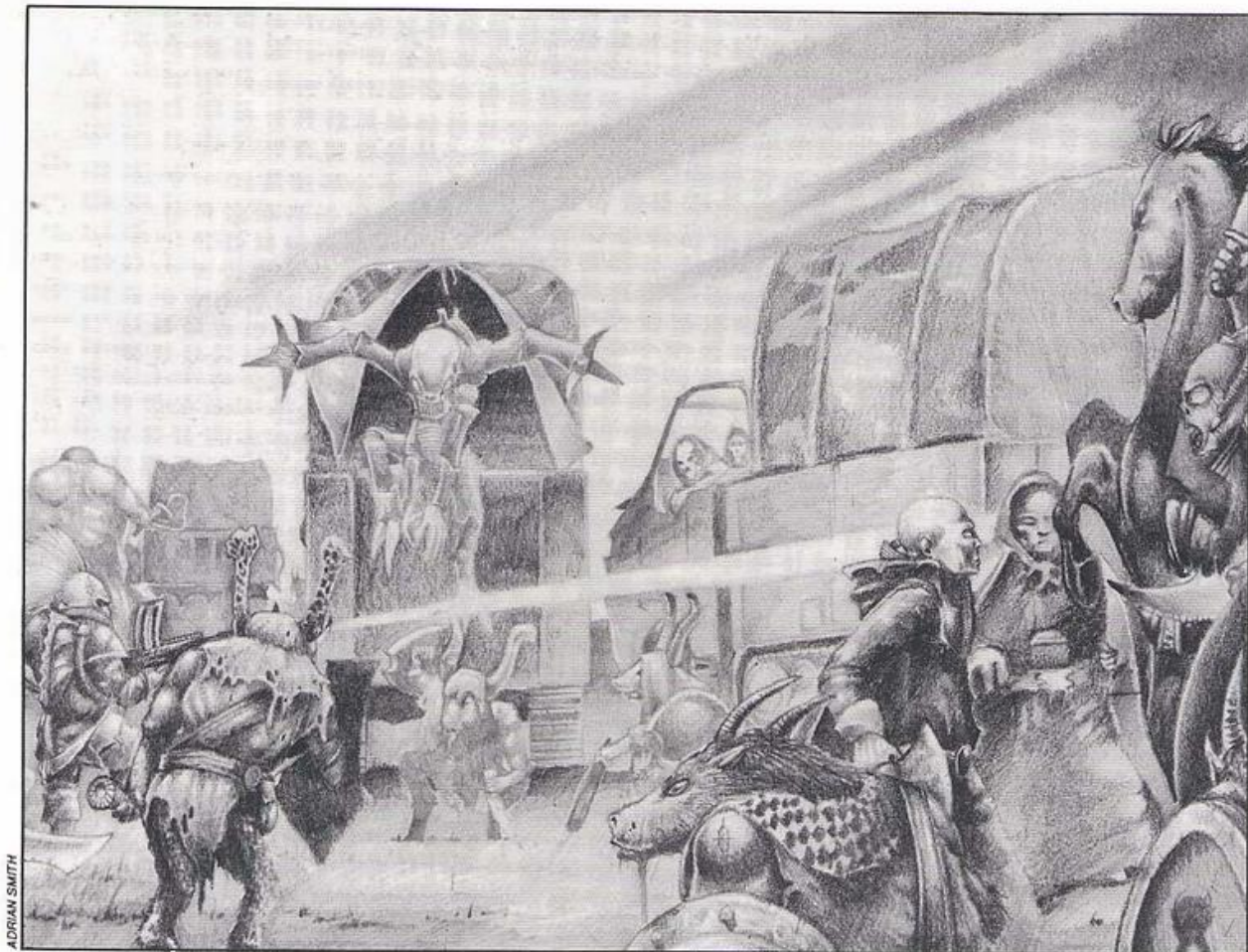
Relant, for a brief second, saw one of the Humans look at him and wave a skull-tipped staff towards the crawler. Relant knew he would never forget that terrible stare, those piercing eyes.

He struggled to start the engine, his panic rising. "Come on! Come on!", he screamed, his voice muffled behind the respirator. It was having difficulty giving him the oxygen he required. "Start, damn..." His face crumpled as one of the Genestealers punched a hole through the windshield, splattering his face with broken glass. Its arm swung around, splitting Relant's skull with a loud crack.

Eralthan watched as the brood tore the vehicle apart. "The city is that way," he yelled above the sound of tearing metal. "We go to sow our seed."



JOHN BLANCHE



The renegades were waiting. They pulled their cloaks a little tighter, crouching out of sight. The motley band of pirates, fugitives, cultists and deserters, sat amid the rocks, their weapons warm from the rays of the sun.

Far below on the desert plain, the column of dust drew nearer. Soon another caravan would be a pile of bleaching bones in which the buzzards would make their nests. The caravan was getting closer all the time, and would soon pass beneath the rocky outcrop. The renegades could hear the distant grind of sand-worn engines, and the dust shifting in the wind. The caravan looked to be well-stocked, plenty of wheelers, trackers and bikes, and just a few outriders for protection. But it was the first vehicle that caught the eye of Dralkor, the renegade leader. It was a city-car, but dark and sinister, richly decorated with polished metalwork. Dralkor grinned, baring his three, yellowed fangs. "That," he mouthed silently, "is mine."

Another renegade made a signal from his observation post on a nearby rock. Yordak, Dralkor's right-hand man and fellow murderer, skidded down the gravel. His one eye shone with anticipation. "In range now, Dralkor," he whispered harshly. Dralkor nodded, the silent command passing on from one warrior to the next.

The first shot fell just ahead of the convoy. The next wrecked a truck, the shrill cries of the dying carrying across the sand. The third shell caught the last vehicle - within seconds it was a ball of flame. The convoy fell into confusion. The renegades jumped up from their hiding places and flung themselves down the rocky slope. As they ran they called upon foul gods and daemons to give them strength, but few believed they needed it - the prey were feeble merchants, to be captured and sold as slaves.

Although taken by surprise, some commanding intelligence was at work within the caravan; the panic receded rapidly as discipline took over. The vehicles slewed around, their spinning wheels sending clouds of sand into the air. The black-robed passengers leapt out and moved forward to defend the convoy. Covers were pulled back from the transports to reveal gleaming

weapons. A door opened up on the black limo and a robed priest appeared, calmly surveying the oncoming horde.

Almost immediately, the renegades were raked by fire from the length of the convoy. The dust was whipped up into their faces, blown by a fierce gust of unnatural wind. Many of the renegades dived to the ground or sunk to their knees under the onslaught. Dralkor screamed at his men, cursing such sorcery - he could see the odds changing, and his leadership begin to fall apart. Through the dust, the renegades saw the black-robed passengers approach. Crouched over, they ran towards the renegades with huge, bounding strides. Surely no men could move so fast? The renegades tried to open fire on the rapidly advancing horde, but the sand had jammed their weapons. Frustrated, Dralkor and his men drew their swords, but in a moment the black-robed creatures were upon them.

"Daemons, Daemons from the dust; run for your lives!" The renegades scattered, fleeing from the hideous foe they had so rashly taken on. Their disbelieving eyes were wide with terror as the black robes were thrown aside, revealing lithe, dark blue bodies. The Genestealers tossed aside the broken corpses of the renegades, torn asunder by huge claws.

Observing the rout from his position of command, the robed priest, reached out for the mind of his Patriarch. "The Brood have done well, venerable one! The enemy have fled." Concealed within the limousine the Patriarch relaxed his grip upon the brass wand, easing now the fight was over.

As the sun sunk slowly behind the rocks, and the buzzards descended on the bloody stretch of sand, the caravan started moving once again. Trekking behind the last vehicle were a wretched handful of renegades. The rest now lay blistering in the dust. A three-armed Hybrid in a dark red robe, urged the pitiful band to keep pace, while another handed out a flask of water. He grinned as he spoke, the words sounding clumsy through his fangs. "Drink deep friends. We'll look after you; we are blood-brothers now!"

GENESTEALER INVASION FORCE

The ultimate origin of Genestealers remains unknown, but at any given time there are many broods of Genestealers scattered throughout the universe - either existing parasitically in a host society, dominating a subdued race, or on the move to found a new colony.

It is those broods that are at the expansion stage in the cycle of infestation and conquest, those who require new hosts to breed with, that become a Genestealer Invasion Force.

The reason why the brood has to move on is explained by a summary of its breeding cycle. The first stage is the infection of the original host by a Purestrain Genestealer. Subsequently, this infected gene-host goes on to form a family, from which his first offspring is a first generation Hybrid. This Hybrid then infects more Human hosts, who in turn engender second generation Hybrids - and so the process goes on, progressing geometrically.

After four generations of infected hosts (taking less than a century), a brood made up of hybrids of various generations has arisen. The Human members' kin, the parents and untainted siblings, feel very intense bonds towards their Hybrid relations, even though they are deformed. Thus, the entire extended family forms a close-knit clan, the head of which will be the Purestrain progenitor of all the brood, known as the Patriarch.

Once it has become big enough, the clan will strive for dominance within the host society, initiating Chaos worship if it encounters difficulty, to harness power to assist in the struggle. The clan thus becomes a cult.

The fourth generation Hybrids within the clan will go on to found families like normal Humans, with their firstborn being Purestrain Genestealers. Because Hybrids live for Human lifetimes however, and because Purestrains are immortal, the early Hybrids in the brood will die out, leaving an increasing number of Purestrain Genestealers.

Once a whole new generation of Purestrains has grown to maturity, the brood-cycle is almost complete. It is now time for the Purestrain brood, led by their Patriarch, to find a new host with which to continue the cycle, and to found a new colony. In this way, with each Purestrain potentially the Patriarch of a future brood - indeed, it becomes one as soon as it breeds - the Genestealer race expands throughout the universe.

Because they require new genetic material, the Patriarch of each brood and his Purestrain descendants, along with the remaining later generation Hybrids, will either trek to another settlement, city or region, or embark on a captured starship or space hulk to travel to another planet. In the latter case, the Hybrids serve the brood by operating the controls of the spacecraft. Eventually, all of the Hybrids die off, leaving only the Patriarch and the Purestrains.

Once the brood encounters a new intelligent race, the cycle can begin again. They may either overwhelm and infect those who investigate their spacecraft, or transport an advance party on to the hosts' ship or planet. The advance party has the task of overwhelming local defences and any opposition they encounter to prepare the way for the rest of the brood. It is this advance party that is the *Genestealer Invasion Force*.

● ORGANISATION

A player wishing to field a Genestealer Invasion Force, has two options: he may use a force containing Purestrains and a few third and fourth generation Hybrids to provide psychic and heavy weapon support, or he may have a force composed entirely of Purestrain Genestealers.

Since the latter force must get into close combat in order to overwhelm the enemy, it will have more Purestrains than a mixed brood, to compensate for the lack of Hybrids.

Purestrain and Hybrid Option

This represents a brood in an early stage of its travels. The Hybrids are still numerous enough to be expended in battle if need be, which means less Purestrains need risk their lives. On the battlefield, the Hybrids' role is to support the waves of attacking Purestrains with their psychic powers and ranged weaponry.

If you field a brood using this option, you can field up to D6 Hybrids of each type. These can be attached to units of Purestrain Genestealers, form units of their own or be independent models.

Purestrain Only Option

This option represents a brood which has been drifting for a long time, and has either lost all its Hybrids or has too few left to risk in the Invasion Force. In these circumstances the Patriarch will lead a larger force of Purestrains onto the field so as to ensure that the enemy is overwhelmed by sheer weight of numbers.

If fielding an Invasion Force that doesn't include any Hybrids, the player can receive an extra D6 Purestrain Genestealers at no points cost. They can be attached to any of the other Purestrain bands or may form their own band.

The *Invasion Force Composition Table* summarises the troops available to the brood.

Invasion Force Composition Table		
Troops	Minimum	Maximum
Patriarch	1	1
Purestrain Genestealers	5	Unlimited
Hybrids (3rd & 4th generation)	0	D6 of each type
Extra Purestrains (free)	0	D6 (if no Hybrids used)

Commander

The Invasion Force is commanded by the Genestealer Patriarch of the brood, the venerated progenitor of all the Genestealers and Hybrids in the force. It was this Purestrain's original infection of the host race that gave rise to the Genestealer coven which it led for many years until, with the arrival of the new Purestrain generation, the brood had to move on and carry their gene-stock to another world.

1 GENESTEALER PATRIARCH at 40 points

GENE-STEALER	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	6	7	0	6	4	2	7	4	10	7	10	8



This is the oldest and most venerated Purestrain Genestealer in the force, often already over 100 years old. The Genestealers under his command are all his descendants, engendered long ago when he was the Patriarch of a family of Genestealer Hybrids and their Human parents, before his progeny began their search for new worlds to colonise. The Patriarch can be an independent model or can associate with a unit.

NATURAL ABILITIES

IMPLANT ATTACK IN ADDITION TO 4 CLAW ATTACKS

HYPNOTIC GAZE

BROOD TELEPATHY

IMMUNE TO PSYCHOLOGY

WHEN GENESTEALER CHARGES, OPPONENT HAS TO HIT MODIFIER OF -1
OPPONENT HAS SAVE MODIFIER OF -1 AGAINST GENESTEALER'S ATTACKS

Up to D6 THIRD GENERATION HYBRIDS at 15 points each

3rd GEN HYBRID	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	4	2	4	3	1	5	1	8	8	8	8



These are the offspring of Human parents infected by second generation Hybrids. They resemble Humans but retain alien features. Hybrids can be attached to Purestrain units, form units of their own or be independent models.

NATURAL ABILITIES

ROLL D6 FOR ARMS:

1-3 = 3 ARMS (1 CLAW, 2 HANDS)

4-6 = 2 ARMS (2 HANDS)

ROLL D6 FOR OVIPOSITOR:

1-3 = YES (IMPLANT ATTACK)

4-6 = NO

HYPNOTIC GAZE

BROOD TELEPATHY

IMMUNE TO PSYCHOLOGY

PSYCHIC POWERS

The Hybrid may have psychic powers at an extra points cost
(see the Psychic Powers box)

EQUIPMENT

3rd generation Hybrids can use Human weaponry. Roll and pay separately for each Hybrid. Each roll equips a single model

CHART	ROLLS/MODEL	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADERS	0-2	7
EQUIPMENT AND BIONICS	0-4	5

OPTIONS

ITEM	POINTS PER MODEL
FORCE ROD.....	40
FORCE SWORD.....	40

The Harlequins bounded down the corridor, effortlessly dodging the laser bolts in a series of somersaults and flips. Aseris Lightblade twisted his shuriken catapult as he spun, practised wrist movements keeping the barrel level as he squeezed the trigger. The gun jolted, and a stream of metal shards danced across the Purestrain's chest.

The Genestealer slumped, causing Traldak and Chirda to turn in horror. They looked on with disbelief at the broken form of their grandfather, bleeding heavily from the ragged holes in his carapace. Their tears welled up as they fell to their knees beside him, gently taking his claws as they felt his life slipping away.

As they embraced the dying Genestealer, their grief slowly turned to anger. They spun to face the Harlequin aggressors, who stood and watched the grieving humans with amazement. Chirda ran forward and thrust his blade through the nearest Harlequin, slipping it through the supple Eldar body.

They must make their grandfather proud of them...



Up to D6 FOURTH GENERATION HYBRIDS at 10 points each

4TH GEN HYBRID	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
	4	3	3	4	3	1	5	1	8	9	8	8



These are the offspring of Human parents infected by third generation Hybrids. They are almost indistinguishable from Humans at first glance, but still have a disturbing slightly alien air about them. They can mate normally with Humans but the firstborn will be a Purestrain Genestealer. Hybrids can be attached to Purestrain units, form units of their own or be independent models.

NATURAL ABILITIES

HYPNOTIC GAZE BROOD TELEPATHY IMMUNE TO PSYCHOLOGY

PSYCHIC POWERS

The Hybrid may have psychic powers at an extra points cost (see the Psychic Powers box)

EQUIPMENT

4th generation Hybrids can use Human weaponry. Roll and pay separately for each Hybrid. Each roll equips a single model.

CHART	ROLLS/MODEL	PTS/ROLL
STANDARD WEAPONS	0-1	3
CLOSE COMBAT WEAPONS	0-2	3
HEAVY WEAPONS	0-1	50
GRENADES	0-2	7
EQUIPMENT AND BIONICS	0-4	5

OPTIONS

ITEM	POINTS PER MODEL
FORCE ROD.....	40
FORCE SWORD.....	40

1 to any number of PURESTRAIN GENESTEALER BANDS at 200 points per band of 5 Genestealers

GENE- STEALER	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
	6	7	0	6	4	2	7	4	10	7	10	8



These are Purestrain Genestealers - the original alien form of the creature which relies on its own natural means of protecting itself and is driven by an overpowering instinct to survive and propagate its kind.

NATURAL ABILITIES

IMPLANT ATTACK IN ADDITION TO 4 CLAW ATTACKS
HYPNOTIC GAZE
BROOD TELEPATHY
IMMUNE TO PSYCHOLOGY
WHEN GENESTEALER CHARGES, OPPONENT HAS TO HIT MODIFIER OF -1
OPPONENT HAS SAVE MODIFIER OF -1 AGAINST GENESTEALER'S ATTACKS

CHAOS BROODS

If the Invasion Force is from a brood that began as a Chaos Cult, the Patriarch, Hybrids and Purestrains may still bear the mark of Chaos. If you wish your Invasion Force to have originated in this way, then the following further options are available:

POSSESSED PATRIARCH at 500 points
ONE DAEMONIC FAMILIAR at no points cost
D6 SUMMONED DAEMONS at the listed points cost

Details of these can be found in the Genestealer Cult Army List.

The Patriarch and Hybrids in a Chaos-originated force may have up to D6-2 Chaos rewards each.

PSYCHIC POWERS for 3rd and 4th Generation Hybrids

The 3rd and 4th generation Hybrids can have psychic powers in addition to the common Genestealer traits of Hypnotic Gaze and Brood Telepathy. For each psychic Hybrid, choose the mastery level and pay the points cost given below. This includes the cost of 2 abilities at each level.

MASTERY LEVEL	PSI LEVEL	ABILITIES AT EACH LEVEL	POINTS COST
		1 2 3 4	
1	D6	2 - - -	25
2	6D6	2 2 - -	70
3	9D6	2 2 2 -	110
4	12D6	2 2 2 2	160

Additional abilities can be bought at the following cost.

LEVEL	COST PER ROLL
1	5
2	10
3	20
4	40

Psychic abilities are generated from the charts on the right. If an ability is rolled twice, choose another ability of the same level as a replacement. Since Hybrids have natural Brood Telepathy, Telepathy abilities may be re-rolled.

PSYCHIC ABILITIES

D10	LEVEL 1	D10	LEVEL 2
1	AURA OF RESISTANCE	1	AURA OF PROTECTION
2	CURE INJURY	2	ECTOPLASMIC MIST
3	HAMMERHAND	3	JINX
4	IMMUNITY FROM POISON	4	MENTAL BOLT
5	MENTAL BLOW	5	RALLY
6	STEAL MIND	6	SENSE PRESENCE
7	TELEKINESIS	7	SMASH
8	TELEPATHY 1	8	TELEKINESIS 2
9	TELEPORT 1	9	TELEPATHY 2
10	WIND BLAST	10	TELEPORT 2

D10	LEVEL 3	D10	LEVEL 4
1	AURA OF RECALCITRANCE	1	AURA OF INVULNERABILITY
2	ANIMATE WEAPON	2	CHANGE ALLEGIANCE
3	CAUSE CONFUSION	3	CURE WOUNDS
4	CAUSE FEAR	4	LIMBO
5	DESTROY AURA	5	MENTAL BLAST
6	MENTAL BLITZ	6	STASIS
7	ROUT	7	STRENGTH OF MIND
8	TELEKINESIS 3	8	TELEKINESIS 4
9	TELEPATHY 3	9	TELEPATHY 4
10	TRANSFER AURA	10	TEMPORAL DISTORT

SPECIAL EQUIPMENT CHARTS

The number of rolls that each character or unit may make on each chart is given in the army list. A set points cost (given in the army list) is paid for each D100 roll on a chart, regardless of the result. A character or unit not taking the maximum number of rolls on a chart cannot transfer unused rolls to another chart. Duplicate or surplus equipment that is rolled may be discarded or given to any other model, unless otherwise stated in the army list.

To reflect their greater access to special and unusual equipment, some character models may choose to add a bonus to their D100. If a character chooses this option, he must take the full bonus and add it to the result of the dice roll, he cannot take less than full amount. He can of course, allow the first roll to stand.

STANDARD WEAPONS

D100	RESULT
01-05	SHOTGUN
06-10	NEEDLER
11-20	AUTO-GUN
21-40	LASGUN
41-60	BOLT GUN
61-80	FLAMER
81-85	GRAVITON GUN
86-95	PLASMA GUN
96-105	MELTA-GUN
106-112	SHURIKEN CATAPULT
113-120	COMBI-WEAPON

GRENADES AND MISSILES

D100	RESULT	D100	RESULT
01-12	FRAG	47-48	STUNN
13-25	CRACK	49	TANGLEFOOT
26-28	SMOKE	50	TOXIN GAS
29-31	ANTI-PLANT	51-58	HAYWIRE
32-34	BLIND	59-65	MELTA-BOMB
35-37	CHOKE	66-79	PLASMA (1)
38-40	HALLUCINOGEN	80-86	RAD
41-42	KNOCK-OUT	87-92	STATIS
43-44	PHOTON	93-98	VIRUS (4)
45-46	SCARE GAS	99-120	VORTEX (1)

Except for rare types (quantity specified in brackets), enough grenades or missiles are obtained to last the entire battle.

CLOSE COMBAT WEAPONS

D100	RESULT
01-15	SWORD OR COMBAT ACCESSORY
16-20	POWER SHIELD
21-25	STUB GUN
26-30	SAWN-OFF SHOTGUN
31-35	NEEDLE PISTOL
36-45	LASPISTOL
46-55	AUTO-PISTOL
56-65	BOLT PISTOL
66-70	CHAINWORD
71-75	HAND FLAMER
76-80	WEB GUN
81-85	PLASMA PISTOL
86-90	POWER SWORD
96-100	POWER GLOVE
101-104	SHURIKEN PISTOL
105-106	JOKAERO DIGITAL NEEDLE PISTOL
107-108	JOKAERO DIGITAL LASPISTOL
109-110	JOKAERO DIGITAL HAND FLAMER
111-114	NEURO-DISRUPTER
115-120	COMBI-WEAPON

EQUIPMENT AND BIONICS

D100	RESULT
01-10	BIO-SCANNER
11-20	AUXILIARY GRENADE LAUNCHER
21-30	POWER SHIELD
31-35	ENERGY-SCANNER
36-45	DISPLACER FIELD
46-60	REFRACTOR FIELD
61-75	CONVERSION FIELD
76-85	UPGRADE JUMP PACK TO FLIGHT PACK
86-88	BIONIC ARM
89-91	BIONIC EARS
92-94	BIONIC EYE (INCLUDING TARGETER, BIO AND ENERGY SCANNERS)
95-97	BIONIC LEGS
98-100	BIONIC LUNGS
101-105	STATIS FIELD
106-110	FRENZON
111-120	POWERBOARD

ARMS OF CHAOS

D100	RESULT
01-05	PERSONAL CHAOS ATTRIBUTE (RANDOMLY GENERATED)
06-15	GIFT FROM PATRON CHAOS POWER'S (GIFTS TABLE)
16-30	CHAOS STEED
31-40	MOUNT OF PATRON CHAOS POWER (OR CHAOS STEED)
41-50	CHAOS WEAPON WITH ONE RANDOM PROPERTY
51-55	CHAOS ARMOUR
56-70	CHAOS WEAPON WITH D3 RANDOM PROPERTIES
71-80	CHAOS ARMOUR +1
81-85	DAEMONIC FAMILIAR
86-95	CHAOS ARMOUR +2
96-100	D4+1 HUNTING BEASTS OF PATRON POWER OR CHAOS HOUNDS
100-115	CHAOS ARMOUR +3
116-120	DAEMON WEAPON

HEAVY WEAPONS

D100	RESULT
01-20	HEAVY BOLTER
21-40	MISSILE LAUNCHER (WITH CRACK AND 2 OTHER RANDOM MISSILE TYPES)
41-50	HEAVY WEBBER
51-55	AUTO-CANNON
56-60	MULTI-LASER
61-70	MULTI-MELTA
71-80	HEAVY PLASMA GUN
81-90	LAS-CANNON
91-98	GRENADE LAUNCHER
99-120	D-CANNON

Heavy weapons are supplied with targeter and suspensors.

● GENESTEALER CLANS

The true origin and purpose of the Genestealer kind remains unknown. They enter the galaxy of mankind on drifting space hulks, hoping to contact other species with which they can breed.

Genestealers live forever - eventually, after perhaps centuries drifting in deep space or the warp, an infested hulk will be found in deep space and searched by the unwary, or will arrive at some distant, half-forgotten outpost of Humanity. Once this has happened, the Genestealer life-cycle can begin again.

In the depths of the hulk, a Human may come face to face with a Purestrain Genestealer, and will be infected with the Stealer gene. Some time later, the genchost will return to his people, carrying the Genestealer's genetic material with him. Driven by the urge to breed, the infected victim will found a family and give rise to a Hybrid brood - a parasitic alien infestation within the host society.

On other occasions, Genestealers from a space hulk may teleport down to an isolated area of a planet, and lie in wait for suitable hosts to infect. Or, if there is a small and vulnerable settlement on the planet, the Genestealers may teleport in and take over by force, with any survivors taken alive as genchosts. A group of this sort is represented by the *Genestealer Invasion Force Army List*.

Although the records of the Imperium naturally deal with the Genestealer infestation of Human populations, Genestealers are capable of interbreeding with *any* intelligent or highly-evolved species. Thus it is possible to find Genestealer-Ork Hybrids, where the Stealers have infiltrated Ork society. Genestealers are discussed here with regard to their infiltration of Human society, but the pattern is equally valid for any of the countless other civilisations which have become victim to these parasitic aliens over the millennia.

● THE GENESTEALER BROOD

Once a Human has been infected, the Genestealer's genetic material is at work in his biological system. The Genestealer's dominating instinct to propagate the species and survive will subtly influence the thoughts of the genchost, and he will do his utmost to found a family. His firstborn child will be a first generation Genestealer-Human Hybrid, hardly recognisable as a normal infant. The parents seem undaunted by the true nature of their offspring, and will hide it out of fear for its safety, treating it as they would a normal child; the parents' natural affection combines with a primeval urge to defend their young, and the infant will be protected from harm even though it is obviously not Human. The family may go on to have other offspring, but these will be normal Humans - each infected Human can only produce one offspring carrying the Stealer gene, and this is invariably the firstborn.

The first generation Hybrid grows to maturity, still hidden in the community, and he too infects a Human, in the same manner as the Purestrain Stealer that infected his parents. The process is repeated, and a second generation of Hybrids is born.

This process continues with each generation of Hybrids separated by a generation of Human parents. In this way each Hybrid gains Human brothers and sisters, who feel both the normal Human loyalty to their strange sibling, and the primeval bonds of the alien kind whose genes are so closely linked with their own.

With each successive generation of Hybrid, the Genestealer physical traits are bred out and Human appearance begins to dominate. But within the Hybrid, the Genestealer inheritance remains as strong as ever. A fourth generation Hybrid may look Human, but he's not: when a fourth generation Hybrid mates his first offspring is always a Purestrain Genestealer.

It is commonly believed within the Ordo Malleus and the Inquisition that fourth generation Hybrids can produce unlimited Purestrain offspring. Fortunately, this is not the case - only one Purestrain will be born to each fourth generation Hybrid. The Genestealer life-cycle allows a large proportion of the host species to continue untainted, because the parasitic Stealer gene can only survive by infiltrating a viable and functioning society. Normal Human relatives are necessary to help their Hybrid and Purestrain siblings and offspring to survive.

When a new generation of Purestrains has arisen, it will be time for the colony to either expand into a more prominent role within the host society, or move on and colonise a new locality. It is this delay between original infection and expansion which is so important. The aliens invade slowly, imperceptibly and relentlessly. If the invasion is discovered, it has often already progressed for generations, and is too deeply rooted to be stopped.

After four generations, the Hybrid brood and their Human kin have been forged into a close-knit clan. At some point in the rise of the brood, usually with the appearance of the third and fourth generation Hybrids, the brood will feel a collective and instinctive need for their original progenitor - the Patriarch of the clan. Extreme efforts will be made to bring him into the brood if he is not already among them. In seclusion, attended by later generation Hybrids, he will preside as the venerated elder of the clan.

Gradually the Genestealer clan grows from strength to strength. It becomes a close-knit, extended family that includes the Hybrid brood and all of their Human relatives. Members of the clan infiltrate positions of power, influence and respect in their society.

While the clan develops, the Patriarch directs the efforts of his extended family to gain temporal power within the host society, whether this is by social, political, financial or religious influence, or by simple physical coercion. In this way, he hopes that the clan will have gained significant power and influence by the time the fourth generation Hybrids are giving birth to more Purestrains. When they have, the cycle will be complete - the clan is ready to found new colonies, and the infestation continues.

Eventually, the Genestealer clan will have become the dominant group in the host society, and the brood will have become the ruling elite. At this stage, an entire settlement, city or region may have fallen under Genestealer control. A successful Genestealer clan of this kind can muster a powerful army.

● GENESTEALER CULTS

Sometimes a Genestealer brood will find it difficult to establish itself as a dominant force within the host society. It is then that concealment and survival become of prime importance. Genestealer features must be hidden, and strange character traits must be concealed or explained away to the inquisitive.

The brood will frequently choose to pose as a religious sect, disguised by wearing voluminous robes, veils or masks, or hidden by the seclusion of the brood in a remote settlement, far from the eyes of curious and the questions of the Imperium.

Nevertheless, the Patriarch remains determined that his brood shall increase and dominate. In these circumstances he may try to manipulate Chaos as a source of power in an attempt to change the fortunes of the brood. This is most likely to happen if the brood itself feels that it is isolated or under threat; the Patriarch will stop at nothing to protect his brood, even to the extent of making a pact with a Chaos Power or sacrificing himself to daemonic possession. In this way, the clan becomes a cult.

● GENESTEALERS AND CHAOS

Genestealers are seldom lured into the worship of Chaos in the same way as many misguided, embittered and naive Human beings. Purestrain Genestealers are immortal, their minds intensely driven by a single objective: the spread and domination of the Genestealer kind. The Patriarch of a dominant clan would not need to deal with Chaos, and would show little inclination to do so. The Patriarch of a struggling clan, however, may choose to turn to Chaos, though only as a source of power.

The Genestealer soul is strong, but not complex. So powerful is their ancient, primeval urge to exist that it has given rise to a specific Genestealer Power in the warp.

This is not a complex Power, indeed it is crudely simple, but it is the source of any psychic ability a Genestealer or Hybrid may have, and can be tapped like a psychic battery. If we use a metaphor of colour to describe the raw psychic energy that fills the warp and is the stuff of magic, then the Genestealer psyche is the hue of purple, the colour of insatiable hunger and desire for physical well-being.

The Genestealer's psychic hunger, however, can be fed by any of the Chaos Powers, and it is for this reason, and this reason alone, that the Patriarch will open himself to the Lords of Chaos, using them as a source of psychic energy for the brood.

Of course, since the Genestealer's soul is so very simple, it is easily moulded by the nature of the Chaos Power involved. This is one reason why the Powers of Chaos are willing to assist a Genestealer Patriarch. They regard a pact with a Patriarch as a good bargain: it allows the Power to establish a firm hold in the material universe through the medium of a very strong partner.

The influence of the Chaos Power involved can infect and infiltrate the host society along with the Genestealer's genetic material, causing a pervasive and deeply-rooted poisoning of the population.

Patriarchs and Possession

Unlike Humans, who can become vulnerable to daemonic possession simply through weakness of character or misguided dabbling into the occult, Genestealers, as a species, are in complete control of their metaphysical well-being. They will only approach a Chaos Power from a pragmatic point of view, looking on it as a source of power. A Patriarch that is considering invoking the Chaos Powers will carefully weigh the cost of his own sacrifice against the potential benefits for his brood. Thus, a Patriarch whose brood is already well-established within Human society, but as yet without any real control, might be willing to sacrifice himself to daemonic possession in order to harness the extra power the brood requires to prosper.

● CULT ORGANISATION

Once a clan has turned to Chaos for assistance, both the Purestrain Genestealers and Hybrids within the clan may begin to exhibit chaotic attributes, while the Patriarch himself may choose to sacrifice himself to daemonic possession. A Genestealer cult formed in this way can either worship Chaos in its all-embracing aspect, or follow a specific Power, whether one of the Great Powers of Chaos or an unknown lesser Power or Independent Daemon.

When a clan becomes a cult, the Patriarch's role will alter - he becomes an object of veneration within the cult, and is referred to as the *Oracle*. His will is interpreted by a trusted and respected fourth generation Hybrid, who becomes known as the *Magus*. The Magus is almost indistinguishable from a normal Human being, but has a commanding personality and an eerie, otherworldly charisma. The rest of the Hybrid brood become the *Initiates* within the cult.

Genestealer cults usually hide their activities behind some seemingly innocent facade, typically a fringe religion. Behind the scenes, the cult is organised into three main parts. At the centre is the *coven*, containing the Genestealer Oracle, the Magus, and the Initiates. Surrounding and protecting the coven are the Human relatives of the Hybrids, their parents and siblings, who are known as the *Brood Kin*, *Brood Brothers* or *Brood Brethren* and are followers of the cult. Finally, there are those Brood Kin who have degenerated through the practice of Chaos worship, and have become Mutants - or even Chaos Spawn. In normal Human society these Mutants would be outcasts; the Genestealer cult, however, will exploit them ruthlessly. Although the Mutants' physical bodies are no longer any use as hosts for the Stealer gene, they still have their part to play in the protection and survival of the brood.

The Coven

Although a single, fourth generation Hybrid, known as the Magus, is the figurehead of the coven, the real ruler of the cult is still the Patriarch. In his role of Oracle, he directs the coven from behind the scenes, plotting the destiny of his brood. If the Human kin of the brood know of the Patriarch at all, they believe him to be some kind of very wise, very old Oracle to whom the Magus appeals for guidance from time to time. Only the other members of the coven - know the real truth.

The Human Brood Kin

In a successful and well-established Genestealer clan, many of the Hybrids' Human kin might be members of the local civil or military authorities. Since they continue to fulfil their ordinary activities, the Genestealer infestation is unlikely to destabilise the society or bring about its collapse and will remain hidden until it is in a position to take total control of the society. In a clan that has become a cult, however, these Human kin will also be followers of the cult, and will worship the Patriarch as a seer or deity. Indeed, the presence of many-armed idols as objects of veneration are now regarded by the Inquisition as common indications of the existence of a Genestealer cult.

The Brood Kin of a Genestealer cult are dangerous on two counts: firstly, they share the fanaticism common to all Chaos worshippers, and fight with terrifying ferocity; and secondly, they will stop at nothing to protect both their Oracle in his secluded shrine, and the Hybrid priests who attend him (to whom the Brood Kin are related). Inevitably, however, Chaos worship takes its toll on the Brood Kin, and the weak-willed among them begin to exhibit Chaos attributes, mutations that mark their allegiance to Chaos. By this stage, the degenerate Brood Kin lose their aggressive tendencies and no longer display such fanaticism - declining into mindless acquiescence.

Rogue Psykers and the Cult

Psykers are special among Humans: although feared and denigrated, they are in fact enhanced Humans, and many alien races are aware of this fact. A psyker makes a fine host for the Stealer gene and, where possible, a psyker is chosen as a host over other, less superior, Humans. Third and fourth generation Hybrids often manifest full psychic powers as a result of the infection of psykers two or three generations back.

Psykers can be recognised for what they are by a Genestealer or Hybrid, who can tell a psyker no matter how well he is disguised. Given that psykers will always be infected in preference to non-psykers, and that psykers tend to stick together naturally, through pure self interest, this tends to reinforce the cult's isolation from the community. There are few, if any cases, of a Genestealer brood being betrayed by one of its Brood Kin, or a psyker associated with the cult.



● THE CULT WITHIN SOCIETY

The Patriarch of the brood will always try to establish a firm power base within the host civilisation, in order to consolidate the brood's position. He may attempt to do this by infiltrating the military, social, governmental, religious or even the criminal stratum of society, as well as manipulating kinship bonds with infected Humans and Hybrid descendants. He has to gain enough material power, in terms of wealth, manpower, weaponry and information to make sure that the brood cannot be stopped.

In their efforts to acquire temporal power, the cult will usually become subject to the animosity of rival groups. This conflict of interests normally leads to many local power-struggles, as well as other groups attempting to manipulate the cult to serve their own interests.

These groups are usually ignorant of the true nature of the cult - they may simply be warring political factions, criminal gangs, or even rival religious sects. When it comes to fighting the cult, however, its true horror becomes apparent. Of course, by then there may be no survivors left to reveal the terrible facts.

Seizing Power

The Genestealer kind can only colonise slowly, in a process lasting for generations. They proceed household to household, settlement to settlement, country to country, continent to continent and finally planet to planet.

Each stage will normally take many generations to complete, but, under some circumstances, there will also be sudden takeovers of power. If a favourable situation arises within a community, the whole cult may rise up to exploit the opportunity, leading to conflict on a massive scale.

Once it is well-established on a planet, a Genestealer cult may try to take advantage of instability or weakness in the locality to seize power.

The cult will launch a revolt or coup d'état, and attempt to overwhelm the local defence forces or ruling factions before the wider society is alerted to the threat. All of the covens in a given area are able to communicate with each other through their mystic ceremonies, thereby synchronising their actions in the uprising.

In rare instances, a Genestealer cult may find local groups who share a common cause, and who also wish to overthrow the status quo. Normally, such allies are not fully aware of the cult's true nature - even when they are, as is most likely, fellow Chaos Cultists.

Often, however, Genestealer cults stand alone - only Beastmen, Mutants and other outcasts frequently join with a brood to reap a harvest of revenge against their oppressors. No one else can really be trusted, and few races would knowingly help the Genestealers achieve their ends.

Not that they need allies in most cases, for when a *Genestealer Cult Army* rises, it is an almost unstoppable force.





● GENESTEALER CULT ARMY

A Genestealer Cult Army must include at least one coven, and it may also include as many allied covens as you wish. If several Purestrain Genestealers have infiltrated a society, there will be several broods gathering strength, each of which will certainly know of the others through telepathic links. In addition to the covens, there may also be bands of Brood Brothers, Mutants, Beastmen, Chaos Spawn and a few Rogue Psykers within a Genestealer Cult Army.

● ORGANISATION

The Coven

This section of the army comprises the Patriarch-Oracle, the Magus and the Initiates - who form a single unit. The Magus is the acting commander on the battlefield, but the real power is wielded by the Genestealer Patriarch, who works from behind the scenes in his role of Oracle, directing the Magus through a telepathic link. If the Magus is slain, however, the Patriarch will assume total control. If the Patriarch is slain, the chain of command passes to the latest generation Hybrid remaining in the coven.

In a larger army, with more than one coven, each Magus takes command - under the guidance of his Patriarch - of his own brood contingent. The whole army is commanded by the oldest Patriarch, the Arch-Patriarch, who may even be the progenitor of the other Patriarchs in the army. You may choose which Patriarch in a Genestealer Cult Army is the Arch-Patriarch.

Rogue Psykers

As a psychically-attuned race, the Genestealers are sensitive to psychic emanations around them. They are able to trace these emanations to their source, learning of the existence and whereabouts of any psykers at large in the community. Once found, both Purestrain Genestealers and Hybrids will entice the psykers into the cult and infect them with the Stealer gene, making them into blood-brothers.

Within a Genestealer cult, unlike a normal Genestealer clan, the initiation of psykers into the brood will usually happen as part of a ritual; the psyker will be presented to the Patriarch-Oracle in his shrine, perhaps in a state of trance,

where he is infected. All that the psyker will remember of the experience is the intense staring eyes, and the proximity of a very ancient, profound intelligence.

Because Rogue Psykers are usually undeveloped psykers of limited abilities, and many are in hiding from the Inquisition, it is relatively easy for the Genestealer cult to entice them into a position where they can be infected. More powerful psykers are much rarer and are less easy for the brood to control, and are therefore much less common within a Genestealer Cult Army. Indeed, any surviving psyker of great power is likely to be part of another secret cult and inaccessible to the brood.

In battle, Rogue Psykers operate either as individuals, in small groups of D6 models, or hidden within units of Genestealer Brood Brothers.

Brood Brothers

These are the parents and siblings of the Hybrids in the coven, and are followers of the cult. They worship the Patriarch as some kind of Ancestor Deity, or as an Oracle of a Chaos Power. The Brood Brothers are typically organised into bands of ten or, if the Cult is aligned to a specific Chaos Power, into bands of the patron Power's sacred number. Although frequently ill-equipped, untrained and badly led, the Brood Brothers compensate with extreme fanaticism - a combination of religious zeal and protective instinct for their Hybrid relatives. Brood Brothers are therefore subject to *frenzy*. In addition, they are immune to all other types of *psychology*.

Mutants, Beastmen and Chaos Spawn

Once a clan has turned to Chaos and has become a cult, a large number of the Hybrids' relatives begin to bear the physical marks of Chaos worship - their souls have succumbed and their bodies bear the sign. They become Mutants and Chaos Spawn, and are no longer suitable as genehosts.

As their genetic material is defective, Genestealers and Hybrids will avoid infecting them, since they are only interested in infecting pure specimens of Humanity that are dominant members of the community. Outcasts have no influence and are no use to a Genestealer cult that plans to completely overthrow its host society.

Because they are impure, and will not be infected by the brood members, Mutants and Chaos Spawn are always the siblings of Hybrids, never their parents. Their bonds of kinship to the brood however, being instinctive, are still strong. They are still willing to die for the cult, even though they have no real place within its structure, and are used as expendable fighters when the cult goes into battle.



In addition to Mutants and Chaos Spawn within the cult itself, when the coven is mobilising for battle the call will be sent out to gather all those nearby that have been tainted by Chaos. This is done through numerous rituals and psychic signals, and causes Beastmen, Mutants and Chaos Spawn from local areas of wilderness to be drawn, without conscious volition, towards the coven. In this way, the coven can count on an almost inexhaustible supply of expendable troops, who can be sent into battle to weaken the enemy.

Mutants and Beastmen are typically formed into bands, either of 10 models or units of the patron Power's sacred number. Mutants, unlike their untainted Brood Brothers, no longer have a fanatical devotion to the cult; the Mutants merely accept their fate, knowing that they will be sacrificed for the sake of their kindred if such a need arises. Indeed, the instinct to fight for the survival of the brood may be their only clear thought. Because they lack the devotion of their Brood Brothers, they are not subject to *frenzy*, and all *psychology* rules apply as normal.

The Magus will exploit his power over these hapless individuals to the full, forcing them to wear frenzon dispensors and explosive collars to which he alone has the controls. He can activate any frenzon dispensors and explosive collars within 24" of his position at any time, although he may do nothing else that turn.

Chaos Spawn usually attach themselves to specific individuals, in an attempt to find reassurance and guidance on the battlefield; most of these creatures have degenerated to such a extent that they are totally moronic, and are completely unaware of what is happening around them.

Frenzon Dispensors

Frenzon is the name given to a number of drugs which mimic psychological effects. In most cases, the variant used is that which induces a state of battle frenzy in the recipient - although with a significant risk of death from overexcitement. Once administered, it causes the victim to adopt a state of mind which exactly mimics the normal effects of *frenzy*. Once the *frenzy* has worn off, the drug can be readministered to repeat the effect. On the second and subsequent times that the drug is taken, however, the recipient must make a D6 roll; on a result of 6 his body suffers system shock and he takes D4-1 *Wounds* and, if still alive, is unconscious for D4 turns.

Explosive Collars

Explosive collars are devices designed to stop a band from routing. If the band's morale breaks, and it starts to run away, the Magus simply detonates one of the collars. This will blow the head clean off the victim, causing the rest of the band to become aware of the consequences of cowardice, and stopping their retreat.

Any band experiencing the detonation of an explosive collar within its ranks, will immediately cease routing and come to a halt, ready to advance and fight again next turn.

Mutant Bombs

Some of the Mutants in a Genestealer Cult Army may be so disenchanted that it is easy for the Magus to convince them to become living bombs and don a harness packed with a high-explosive. He promises them that they will be spiritually cleansed by their selfless sacrifice to the brood, and that they will be reincarnated in perfect physical forms.

During the battle, the Magus may detonate any or all of the harnesses within 24", although he may not make any other action that turn.

Each bomb explodes with a 1½" blast radius at *Strength* 3. In addition, it throws out D6 subsidiary blasts, each of which will fly out D6" in a randomly determined direction (roll a D12, with the Mutant's facing as 12), and explode with the same effect as a frag grenade (*Strength* 3, *Damage* 1, blast radius 2").

If a Mutant Bomb is caught in an explosion of any sort, he will immediately detonate with the above effects.

● SPECIFIC ORDERS

In the heat of battle, Beastmen, Mutants and Mutant Bombs can only understand simple, specific orders. Before the battle begins, each unit of Beastmen, Mutants or Mutant Bombs must be given one of the following orders:

Attack: move to attack a specified enemy unit or position.

Advance: move to a specified position.

Hold: move to nearest cover and assume defensive position.

All orders should be written down on a scrap of paper, and declared before the troops are moved.

Only Beastmen, Mutants and Mutant Bombs are given specific orders; all other troops may be moved normally.

Attack Orders

Each unit with these orders is given a particular enemy unit or enemy-held position. The unit must be able to see the target when they are given the orders, otherwise they will attack the nearest visible enemy unit. If a unit is given *Attack* orders that do not specify a target, the unit will attack the nearest enemy unit or position within its 90° attack arc.

A unit with *Attack* orders will move towards the target by the most direct route, and will charge once it is in charge range. Once the target is destroyed or routed, the unit will occupy the vacated position and follow *Hold* orders.

If a unit with *Attack* orders suffers 30% or more casualties, it will immediately start to follow *Hold* orders.

Advance Orders

A unit with these orders is given a specific position which they must move towards. The unit must move towards the target by the most direct route, firing at any enemy that comes within range (although they will not charge them). Once the unit reaches the target position, it will start to follow *Hold* orders.

If a unit with *Advance* orders suffers 30% or more casualties, it will seek the nearest cover and start to follow *Hold* orders.

Hold Orders

A unit with *Hold* orders will move towards the nearest cover and assume a defensive position. At least one model must occupy the exact position specified, although other models may face any direction and move about freely, as long as they maintain unit coherency.

New Orders

A Beastmen Band, Mutant Band or unit of Mutant Bombs may be given new orders during the course of the battle - but only if they are already following *Hold* orders, or have already completed the task specified by their *Attack* or *Advance* orders.

To give a Beastman or Mutant unit new orders, the Magus or Oracle must be within 2" of one model in the unit. Once a new set of orders is given, they must be completed before another set is issued. An uncompleted set of orders cannot be countermanded or changed.

Units which rout automatically abandon all orders - if they later rally, they will follow *Hold* orders until otherwise instructed.

● GENESTEALER CULT'S HOMEWORLD

The homeworld of the Genestealer cult determines the armament of the Brood Brothers in the force, and the type of transport available. Before you generate your Genestealer Cult Army, determine its homeworld by rolling on the table below. Alternatively, if your opponent agrees, you may pick the cult's homeworld.

Cult's Homeworld

- 1-2 Medieval/Feral World
- 3-4 Frontier World
- 5-6 Developed world

Medieval/Feral Worlds

These are relatively new colonies, or worlds which have reverted to a primitive condition through Imperial neglect or indifference. The populace of these planets limited to non-mechanised transport - horses and similar beasts - and is armed with archaic hand weapons such as swords and maces.

Frontier Worlds

These are semi-developed worlds with a mixture of primitive and advanced technology, although the advanced technology is usually restricted to the privileged classes. On such worlds, members of the cult enter battle on riding beasts, vehicles, or a mixture of both. At least half of the force are usually equipped with technological weaponry such as lasguns.

Developed Worlds

These are industrialised worlds, where technology is commonplace and a wide variety of vehicles are available; riding beasts, however, are *not* generally available on such worlds. A Genestealer Cult Army based on a developed world is usually very well equipped, with most, if not all, of the Brood Brothers equipped with technological weaponry.

● COVEN TRANSPORT

The Patriarch, Magus and Initiates of the covenant ride around in vehicles appropriate to their prestige within the community. A Genestealer brood is likely to be one of the most powerful and respected groups in the host society, and as such reaps many benefits.

On developed worlds, the covenant uses some kind of exclusive, limousine-like vehicle. On primitive worlds they might use anything from individual palanquins, to a coach with four matching horses. The exact form of the covenant vehicle depends on the homeworld of the cult, but is always chosen with the status and security of the Patriarch in mind - it is vital that he remains concealed and well protected when he is moving among the normal populace.

Covenant Limousines

Even on quite backward frontier worlds, powerful individuals can usually acquire armoured limousines. These vehicles are usually customised civilian city cars or road-wheelers, and are able to carry six occupants including the driver. The covenant has enough limousines to carry all of its members, armed with any surplus equipment from the army itself.

To represent the covenant limousines on the battlefield, you can use the 1/43rd scale die-cast metal car models that are readily available in any toy or model shop.

Other Transportation

The transport available for the rest of the Genestealer Cult Army will depend on their planet of origin, determined on the *Cult Homeworld* table.

... locating the parasites was made difficult by the numerous abhumans and mutants amongst the population. The alien Hybrids were able to move about undetected, and the cult was only discovered when visiting officials noticed graven images with multiple arms in various locations, often hidden in dark recesses or kept locked away, safe from the eyes of strangers. These images were said to be antique, but had obviously been crafted quite recently. Following close inspection they were identified by the Inquisition as cult totems and objects of worship, confirming the presence of an alien clan on Ungor.

Fortunately the aliens had only just started to infiltrate the population, and the cult was limited in the number of its adherents. With a dozen Terminators seconded from the Grey Knights, Inquisitors were able to locate and eradicate the Hybrids before the population became contaminated beyond redemption.

- Codex Hereticus, Ungor Infestation,
Inquisitor Erasmus, 955.M41.



GENESTEALER CULT ARMY LIST

This army list represents a Genestealer clan which has developed into a Chaos cult. The brood itself has become a Chaos coven, with the Patriarch acting as its venerated Oracle, while the Human Brood Brothers are followers of the cult. Thus the entire force is bound by kinship and religion. The total Genestealer Cult Army may include more than one of these covens and its related Brood Brothers, since each individual coven may be in contact with other distantly related clan-cults.

Before choosing your Genestealer Cult Army, decide which of the Chaos Powers the cult worships. If the Patriarch, Magus or Initiates roll a Chaos gift as one of their Chaos rewards, use the Gifts table appropriate to their power. This power is also followed by any bands of Brood Brothers, Mutants, Beastmen and so on, and determines the allegiance of possessing or summoned Daemons.

Any number of GENESTEALER COVENS at 300 points each 1 PATRIARCH 1 MAGUS D6 PURESTRAINS D6 HYBRIDS

The coven forms a single command unit in charge of its associated Brood Brothers and other units. Each coven and its associated units will form a separate contingent within the army, each led by its own Magus and Patriarch. If the force includes two or more allied covens, appoint one Patriarch as the Arch-Patriarch and overall commander. The base cost of 300 points pays for the Patriarch, Magus and the Purestrain and Hybrid Initiates. Daemonic Possession for the Patriarch costs additional points. Psychic abilities for the Magus and third and fourth generation Hybrid Initiates also cost additional points, and should be rolled on the *Psychic Powers* table. Optional equipment and rolls on the *Special Equipment Charts* cost additional points; each roll on a *Special Equipment Chart* equips a single model. Surplus equipment generated by the Magus can be handed to Initiates of his choice. Surplus heavy weapons generated by the Magus or Initiates can be mounted on the Coven Limousine.

1 GENESTEALER PATRIARCH as ORACLE

PURE-STRAIN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	6	7	0	6	4	2	7	4	10	7	10	8



The Patriarch is the ancient Purestrain Genestealer who is the progenitor of the entire brood. He would be venerated as head, even if the brood had not become a Chaos cult. The fact that he is the head of a cult simply enhances his power as an Oracle, - as it was he who made the pact with Chaos to gain power. He presides from a secluded shrine, directing the brood through the medium of the almost-Human Magus.

CHAOS REWARDS

UP TO D6-2

NATURAL ABILITIES

IMPLANT ATTACK IN ADDITION TO 4 CLAW ATTACKS

HYPNOTIC GAZE

BROOD TELEPATHY

IMMUNE TO PSYCHOLOGY

WHEN GENESTEALER CHARGES, OPPONENT HAS TO HIT MODIFIER OF -1
OPPONENT HAS SAVE MODIFIER OF -1 AGAINST GENESTEALER'S ATTACKS

EQUIPMENT

Purestrain Genestealers have no inclination to use Human weaponry. They rely instead on their own natural forms of attack. Occasionally, however, they have been known to possess and use Chaos armaments.

CHART	ROLLS	PTS/ROLL	BONUS
ARMS OF CHAOS	0-2	50	+20

OPTIONS

DAEMONIC POSSESSION 500 points

DAEMONIC POSSESSION for Genestealer Patriarch

A Genestealer Patriarch may choose to be possessed by opening his soul and allowing a Daemon to enter. The points cost for possession is 500, regardless of the type of Daemon.

POSSESSED PATRIARCH'S PROFILE

The profile of the possessed Patriarch is the average of the Daemon's profile and its own; the profiles of possessed Patriarchs of all possible Daemon types are listed below. The type of Daemon possessing the Patriarch depends on the Chaos power the cult has chosen to worship. Roll a D12 to discover the type of possessing Daemon of the appropriate Power

DAEMON	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
KHORNATE DAEMONS												
1-4 BLOODTHIRSTER	6	8	5	6	5	6	8	7	10	8	10	9
5 BLOODLETTER	5	6	2	5	3	1	6	3	10	8	10	9
6-10 FLESHHOUND	8	6	0	5	4	2	6	2	6	5	10	9
11 JUGGERNAUT	6	5	0	5	4	2	4	3	10	4	10	9
12 DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness											
SLAANESHI DAEMONS												
1-4 KEEPER OF SECRETS	6	8	5	6	5	6	8	5	10	8	10	9
5 DAEMONETTE	5	6	2	5	3	1	6	3	10	8	10	9
6-10 FIEND	6	5	0	4	3	1	5	3	9	5	9	8
11 MOUNT OF SLAANESH	9	5	0	5	4	1	6	2	5	3	5	4
12 DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness											
NURGLESCUE DAEMONS												
1-4 GREAT UNCLEAN ONE	6	8	5	6	5	6	8	7	10	8	10	9
5 PLAGUEBEARER	5	6	2	5	3	1	6	3	10	8	10	9
6-10 BEAST OF NURGLE	4	5	0	4	3	2	5	D4+1	8	3	10	9
11 NURGLING *	5	4	1	3	2	2	5	3	7	6	8	7
12 DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness											
TZEENTCHIAN DAEMONS												
1-4 LORD OF CHANGE	6	8	5	6	5	6	8	7	10	8	10	9
5 PINK HORROR	5	6	2	5	3	1	6	3	10	8	10	9
6-10 FLAMER	7	5	2	5	4	2	5	2/3	10	8	10	9
11 DISC OF TZEENTCH	9	5	0	4	3	2	5	2/2	10	3	10	9
12 DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness											
INDEPENDENT DAEMONS												
1-4 GREATER DAEMON	6	7	4	7	6	5	7	6	9	8	9	8
5 LESSER DAEMON	5	6	2	5	4	1	7	3	9	8	9	8
6-10 DAEMONIC HOUND	6	6	0	5	4	1	6	2	7	5	7	6
11 DAEMONIC STEED	7	5	0	5	3	1	5	2	7	5	7	6
12 DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness											

* Note that a Nurgling base consists of more than one model (usually 7), but is treated as a single entity for possession. Possession by a Nurgling Base is an infestation by numerous Daemons, rather than by a single Nurgling.

1 GENESTEALER MAGUS

4th GEN HYBRID	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	3	3	4	3	1	5	1	8	9	8	8



The Magus, or High Priest, of the coven is the senior fourth generation Hybrid of the brood. He acts as the figurehead of the coven, since he can move freely in Human society; his enhanced charisma and otherworldly air help him to command respect and wield influence over Humans. The Magus is directed through personal communication with the Patriarch-Oracle of the coven.

CHAOS REWARDS

UP TO D6-2

NATURAL ABILITIES

HYPNOTIC GAZE
BROOD TELEPATHY
IMMUNE TO PSYCHOLOGY

PSYCHIC POWERS

The Magus may have psychic powers at an extra points cost

EQUIPMENT

The Magus can use Human weaponry. Surplus equipment may be given to any Hybrid Initiates able to use it. Surplus heavy weapons may be mounted on the coven Limousine.

CHART	ROLLS	PTS/ROLL	BONUS
STANDARD WEAPONS	0-1	3	+20
CLOSE COMBAT WEAPONS	0-2	3	+20
HEAVY WEAPONS	0-1	50	+20
GRENADES/MISSILES	0-2	7	+20
EQUIPMENT AND BIONICS	0-2	5	+20
ARMS OF CHAOS	0-2	50	+20

OPTIONS

ITEM	COST
DAEMON WEAPON.....	500
CHAOS WEAPON WITH D4 PROPERTIES.....	100
POWER SWORD.....	7
FORCE SWORD.....	40
FORCE ROD.....	40

Traviss swung around the next left, panic beginning to rise. He ventured a glance over his shoulder as he turned, expecting to see the huge, obscene purple mass hurtling down the tunnel towards him. A flicker of movement caught his eye and confirmed its presence.

"It's there all right," he muttered, "right on my..." He came to a sudden halt, spread-eagled around the obstacle.

He knew what he'd collided with immediately - he felt its warm cloying breath on his cheek. He turned slowly, and looked into the gaping jaws of another Genestealer; it was the nearest of a dozen that filled the narrow rough-hewn passageway, edging towards him, arms outstretched as if in welcome.

The Stealer lunged forward and grabbed Traviss, its claws digging into his shoulders. Its eyes shone as they met with his own, and its tongue urged forwards, lolling out of its mouth. Traviss felt a scream die in his throat; his fear was subdued by the reassuring eyes that drew him close. He suddenly welcomed the Stealer's kiss.

D6 PURESTRAIN GENESTEALER INITIATES

PURE- STRAIN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	6	7	0	6	4	2	7	4	10	7	10	8



When a Genestealer clan becomes a cult by making a pact with a Chaos Power the brood - the Purestrain Genestealers and Hybrids descended from the Patriarch - becomes the coven. The Purestrains descended from the fourth generation Hybrids will be Initiates within the coven. When a generation of Purestrains arises, the brood is ready to create new colonies, forcing the cult to expand its powerbase.

CHAOS ATTRIBUTES

UP TO D6-2

NATURAL ABILITIES

IMPLANT ATTACK IN ADDITION TO 4 CLAW ATTACKS
HYPNOTIC GAZE
BROOD TELEPATHY
IMMUNE TO PSYCHOLOGY

WHEN GENESTEALER CHARGES, OPPONENT HAS TO HIT MODIFIER OF -1
OPPONENT HAS SAVE MODIFIER OF -1 AGAINST GENESTEALER'S ATTACKS



D6 HYBRID INITIATES

Roll a D6 for each Hybrid to determine its generation and profile

D6	GENERATION	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
1	FIRST	6	6	0	6	4	1	6	3	10	7	10	7
2	SECOND	5	5	1	5	4	1	6	2	9	7	9	8
3	THIRD	4	4	2	4	3	1	5	1	8	8	8	8
4	FOURTH	4	3	3	4	3	1	5	1	8	9	8	8
5-6	CHOOSE	Choose the Hybrid's generation											



These are Hybrids of the brood, and, like Purestrain Genestealers born to fourth generation Hybrids, are Initiates of the coven. Hybrids are vital to the Genestealer life-cycle, since they can mingle with Humans and understand Human society. In a cult force, later generation Hybrids provide essential support for the Purestrains and early generation Hybrids using both psychic powers and Human weaponry.

CHAOS REWARDS

UP TO D2

NATURAL ABILITIES

HYPNOTIC GAZE BROOD TELEPATHY IMMUNE TO PSYCHOLOGY

FIRST GENERATION HYBRID

ROLL D6 FOR ARMS:
1-3 = 2 CLAWS, 2 HANDS
4-6 = 1 CLAW 2 HANDS
3 CLAW ATTACKS
OVIPOSITOR (IMPLANT ATTACK)

THIRD GENERATION HYBRID

ROLL D6 FOR ARMS:
1-3 = 1 CLAWS, 2 HANDS
4-6 = 2 HANDS
ROLL D6 FOR OVIPOSITOR
1-3 = YES (IMPLANT ATTACK)
4-6 = NO

SECOND GENERATION HYBRID

1 CLAW 2 HANDS
1 CLAW ATTACK
1 WEAPON ATTACK
OVIPOSITOR (IMPLANT ATTACK)

FOURTH GENERATION HYBRID

PHYSICAL CHARACTERISTICS AS
NORMAL HUMAN

Third and fourth generation Hybrids may have psychic powers at an extra points cost.

EQUIPMENT

First generation Hybrids do not use Human weaponry.

Genestealer Hybrids of later generations can use weaponry rolled on the *Special Equipment Charts*. Roll for the unit as a whole and distribute items among the second, third and fourth generation Hybrids. Each roll equips a single model. Surplus heavy weapons may be mounted on the coven limousine.

CHART	ROLLS	PTS/ROLL
STANDARD WEAPONS	0-5	3
CLOSE COMBAT WEAPONS	0-5	3
HEAVY WEAPONS	0-2	50
GRENADES/MISSILES	0-2	7
EQUIPMENT & BIONICS	0-2	5

ADDITIONAL EQUIPMENT

Third and fourth generation Hybrids with psychic powers may have:

ITEM	COST / MODEL
FORCE SWORD.....	40
FORCE ROD.....	40

PSYCHIC POWERS for the Magus and 3rd and 4th Generation Hybrids

All 3rd and 4th generation Hybrids, including the Magus, may have psychic powers in addition to the common Genestealer traits of *Hypnotic Gaze* and *Brood Telepathy*. For each individual choose the mastery level and pay the points cost given below. This includes the cost of 2 abilities at each level.

Psychic abilities are generated from the charts below. If an ability is rolled twice, choose another ability of the same level as a replacement. Since Hybrids have natural *Brood Telepathy*, any *Telepathy* abilities may be re-rolled.

MASTERY LEVEL	PSI LEVEL	ABILITIES AT EACH LEVEL				POINTS COST
		1	2	3	4	
1	D6	2	-	-	-	25
2	6D6	2	2	-	-	70
3	9D6	2	2	2	-	110
4	12D6	2	2	2	2	160

Additional abilities can be bought at the following cost.

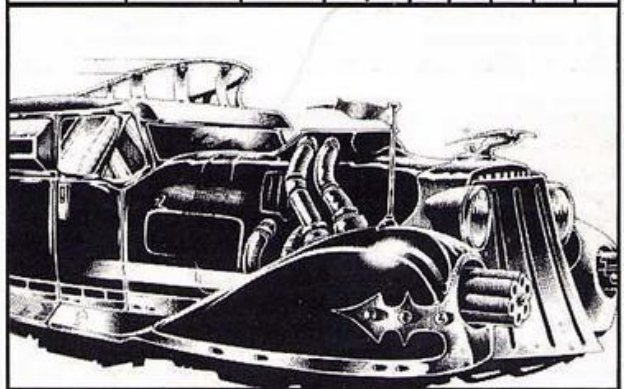
LEVEL	COST PER ROLL
1.....	5
2.....	10
3.....	20
4.....	40

PSYCHIC ABILITIES

D10	LEVEL 1	D10	LEVEL 2
1	AURA OF RESISTANCE	1	AURA OF PROTECTION
2	CURE INJURY	2	ECTOPLASMIC MIST
3	HAMMERHAND	3	JINX
4	IMMUNITY FROM POISON	4	MENTAL BOLT
5	MENTAL BLOW	5	RALLY
6	STEAL MIND	6	SENSE PRESENCE
7	TELEKINESIS	7	SMASH
8	TELEPATHY 1	8	TELEKINESIS 2
9	TELEPORT 1	9	TELEPATHY 2
10	WIND BLAST	10	TELEPORT 2
D10	LEVEL 3	D10	LEVEL 4
1	AURA OF RECALCITRANCE	1	AURA OF INVULNERABILITY
2	ANIMATE WEAPON	2	CHANGE ALLEGIANCE
3	CAUSE CONFUSION	3	CURE WOUNDS
4	CAUSE FEAR	4	LIMBO
5	DESTROY AURA	5	MENTAL BLAST
6	MENTAL BLITZ	6	STASIS
7	ROUT	7	STRENGTH OF MIND
8	TELEKINESIS 3	8	TELEKINESIS 4
9	TELEPATHY 3	9	TELEPATHY 4
10	TRANSFER AURA	10	TEMPORAL DISTORT

Up to 3 COVEN LIMOUSINES per coven at no points cost

COVEN LIMOUSINE	Max Speed	Acc/Dec	TRR	Cp	T	D	Sv	Eq	W
	25	10	1	6	8	30	4-6	10	5



The coven will often require transport for the Patriarch-Oracle and the Initiates of the brood to travel in Human society without the risk of discovery. The cult can own enough limousines to carry all of the coven members. As each limo can hold six people, the coven is allowed to have one vehicle for each group of six coven members, or part thereof. Surplus equipment generated on the *Special Equipment Charts* can be mounted on the limousine. You can use 1:43 scale die-cast metal car models to represent a coven limousine.

Up to D6 ROGUE PSYKERS at 40 points each

PSYKER	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	3	3	3	3	1	3	1	7	7	7	7



Purestrain Genestealers and Hybrids find psykers to be ideal gene-hosts, as they are amongst the prime specimens of the Human race. Once infected, the psyker becomes a brood-brother and, ultimately, a brood-parent, and will never betray the clan. Rogue psykers may be formed into units of up to D6 models, or included in units of cultists

CHAOS ATTRIBUTES

UP TO D6-2

BASIC EQUIPMENT

MEDIEVAL OR FERAL WORLD

One of the following:

SWORD

HAND WEAPON AND SHIELD TWO HAND WEAPONS

FRONTIER OR DEVELOPED WORLD

One of the following:

STUB GUN AND SWORD

LASPISTOL AND SWORD LASGUN AND SWORD

OPTIONS

ITEM	POINTS / MODEL
POWER SWORD	7
FORCE SWORD	40
FORCE ROD	40

PSYCHIC POWERS

Rogue psykers have a mastery level of 1 and a psi-level of 4D6. Each psyker has 2+D4 abilities rolled on the table below. If an ability is rolled twice, choose any ability from the table as a replacement.

D10	ABILITY	D10	ABILITY
1	AURA OF RESISTANCE	6	STEAL MIND
2	CURE INJURY	7	TELEKINESIS
3	HAMMERHAND	8	TELEPATHY 1
4	IMMUNITY FROM POISON	9	TELEPORT 1
5	MENTAL BLOW	10	WIND BLAST



Any Number of BROOD BROTHER BANDS

Power Worshipped	Models / Band	Cost / Band
Khorne	8	50
Slaanesh	6	40
Nurgle	7	45
Tzeentch	9	55
Independent	10	60

HUMAN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	3	3	3	3	1	3	1	7	7	7	7



These are the Human parents and siblings of the Hybrids in the coven, and are motivated by intense, instinctive bonds to their Hybrid relatives. This, along with the devout worship they offer to their Patriarch-Oracle, makes the Brood Brothers amongst the most fanatical members of the cult

PSYCHOLOGY

Brood Brother Bands are subject to *frenzy*.
They are immune to all other types of *psychology*.

CHAOS ATTRIBUTES

UP TO D6-4

BASIC EQUIPMENT

Brood Brothers will be equipped according to the level of technology on their homeworld.

Each band will have one or two basic weapons. If the band has the option of two basic weapons, they will be split evenly among the band (for example, a band of ten cultists from a frontier world could all be armed with hafted weapons, or five armed with hafted weapons and five with stub gun and sword).

Possible models for the Brood Brothers include Adventurers or Imperial Guardsmen - Guardsmen are particularly appropriate on frontier and developed worlds where the Brood Brothers are often members of the local militia or planetary defence force.

MEDIEVAL OR FERAL WORLD

All of the cultists are armed with one of the following options:

HAFTED WEAPON
HAND WEAPON AND SHIELD
TWO HAND WEAPONS

FRONTIER WORLD

Half or all the cultists are armed with one of the following options:

HAFTED WEAPON
HAND WEAPON AND SHIELD
TWO HAND WEAPONS

Half or none of the cultists are armed with one of the following options:

STUB GUN AND SWORD
LASPISTOL AND SWORD
LASGUN AND SWORD

DEVELOPED WORLD

Half or all of the cultists are armed with one of the following options:

STUB GUN AND SWORD

Any Number of BEASTMEN BANDS

Power Worshiped	Models / Band	Cost / Band
Khorne	8	40
Slaanesh	6	30
Nurgle	7	35
Tzeentch	9	45
Independent	10	50

BEASTMAN	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	4	3	3	4	1	3	1	7	6	7	6



Once a Genestealer Cult Army has decided to march on its enemies it will call up allies from the surrounding area. One such group of allies are Beastmen. Like the cult members themselves, they quickly become prey to the will of the Magus, who will exploit their animal aggression to the full.

CHAOS ATTRIBUTES

UP TO D6-4

BASIC EQUIPMENT

HAND WEAPON

OPTIONS

ITEM	COST / BAND
HAFTED WEAPONS.....	10
HAND WEAPONS AND SHIELDS	10
TWO HANDED WEAPONS	10
FRENZON DISPENSORS	10
EXPLOSIVE COLLARS	10

If frenzon dispensers and/or explosive collars are used, the Magus is supplied with the necessary controllers at no points cost

Any Number of MUTANT BANDS

Power Worshiped	Models / Band	Cost / Band
Khorne	8	40
Slaanesh	6	30
Nurgle	7	35
Tzeentch	9	45
Independent	10	50

MUTANT	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	3	3	3	3	1	3	1	7	7	7	7



Some Brood Brothers will inevitably degenerate through contact with Chaos. Although their fanaticism declines to acquiescence, they remain a useful resource to the cult, and retain the instinctive bonds with their Hybrid relatives.

CHAOS ATTRIBUTES

UP TO D6

BASIC EQUIPMENT

HAND WEAPON KNIFE

OPTIONS

ITEM	COST / BAND
HAFTED WEAPONS.....	10
HAND WEAPONS AND SHIELDS	10
TWO HANDED WEAPONS	10
FRENZON DISPENSORS	10
EXPLOSIVE COLLARS	10

If frenzon dispensers and/or explosive collars are used, the Magus is supplied with the necessary controllers at no points cost

The cavern was packed. A huge crowd of creatures had gathered to hear the Magus talk of conquest, of rebellion, and of bloodletting.

Karal raised his arms and silence descended on the room, broken only by the the snapping of twigs that twisted and blackened in the huge braziers. Standing at his side were the Initiates of the cult, waiting for him to tell the Brood Kin what they must do.

"Brothers and sisters, most of you know why we have called you to this place. For those that don't know, look around you. Now is the time! We must seize power from those too blind to welcome us into their society. Four generations have passed since..." Karal turned to look at the Patriarch, giving him a broad smile, "since enlightenment arrived, and we are finally ready to..."

The speech was interrupted by a creak from the back of the hall. The oak-clad doors swung open, the hinges protesting as the huge weighted panels moved apart. A band of deformed creatures stood in the doorway.

"Our allies have arrived, my friends," said Karal, nodding with approval. "They have come from the forest to join us. Our master, Khorne, summoned them to aid us. He gifts us with their presence."

The Beastmen shuffled into the room, pushing their way through the crowd towards the front. They stunk of dark places in the forest, and their weapons were encrusted with dried blood. Yet they were welcomed into the family like brothers, for each bore the skull rune branded onto his skin. "We hear call. We come. We help, yes?. We kill people who hurt us and say we different. Sent us into forest. Now we come back. Spill much blood of those who punish us." A murmur of approval spread through the crowd. The Beastmen would be valuable to their cause and require little payment, wishing only to feast on the bodies of the fallen.

The Beastmen moved towards Karal. Once there, they stood quietly at his feet, grunting occasionally as he continued.

"We leave when dusk falls, and move towards the city under the cover of darkness." His voice fell to a whisper. "Those who have not yet joined us in blessed worship have lost their chance. At first light tomorrow, the blood of our oppressors will run in the streets."

0-4 MUTANT BOMBS at 5 points each

MUTANT	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
	4	3	3	3	3	1	3	1	7	7	7	7



The Magus will ruthlessly exploit mutated Brood Brothers in the interests of the brood. Because the Mutants' instincts are only to fight for their Hybrid kin, who they regard as pure and chosen, some may even sacrifice themselves to save the brood. The Magus provides numerous religious motives to inspire such sacrifice - offering the Mutants a cleansed spiritual existence, re-incarnation in the new world that the clan intends to forge, and so on. Mutant Bombs may be used as independent models or grouped into a unit of their own.

CHAOS ATTRIBUTES

UP TO D6

BASIC EQUIPMENT

HAND WEAPON KNIFE EXPLOSIVE HARNESS
The Magus is supplied with a detonator for the explosive harnesses at no points cost

Any number of DAEMONIC FAMILIARS at no points cost

Familiar:	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
Combat	4	6	0	5	5	1	6	2	10	2	10	10
Other	4	4	4	4	3	1	6	1	8	8	8	8



Any psychic personality may have a Daemonic Familiar as his servant. Psykers who are members of a Genestealer cult usually have Familiars that are shaped like miniature Genestealers.

FAMILIAR TYPE

Randomly determine the type of Familiar by rolling on the following table:

D100	FAMILIAR
01-12	COMBAT
13-34	FOCUS
35-56	POWER
57-78	PSI-ABILITY
79-00	STORAGE

Up to D6 SUMMONED DAEMONS



Daemons may be summoned by means of coven ritual before the battle. Summoned Daemons are chosen (not rolled randomly) from the table below at the listed points cost, and should be appropriate to the patron Power of the summoning coven.

Instead of summoning a Daemon, the player has the option of letting it possess a randomly selected model in the cult force. This costs 500 points regardless of the Daemon type. Roll a D12 and consult the appropriate section of the table below for the possessing Daemon.

DAEMON	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP	COST
KHORNATE DAEMONS													
BLOODTHIRSTER	6	10	10	7	7	10	10	10	10+3	10+3	10+3	10+3	1150
BLOODLETTER	4	5	5	4	3	1	6	2	10	10	10	10	75
FLESHHOUND	10	5	0	5	4	2	6	1	3	4	10	10	60
JUGGERNAUT	7	3	0	5	5	3	2	2	10	2	10	10	75
DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness												500
SALAANESH DAEMONS													
KEEPER OF SECRETS	6	10	10	7	7	10	10	6	10	10	10	10	900
DAEMONETTE	4	6	5	4	3	1	6	3	10	10	10	10	100
FIEND	6	3	0	3	3	1	3	3	8	4	8	8	40
MOUNT OF SALAANESH	12	3	0	4	5	1	6	1	0	0	0	0	20
DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness												500
NURGLESCUE DAEMONS													
GREAT UNCLEAN ONE	6	10	10	7	7	10	10	10	10	10	10	10	1400
PLAGUEBEARER	4	5	5	4	3	1	6	2	10	10	10	10	85
BEAST OF NURGLE	3	3	0	3	5	3	3	D6	6	0	10	10	65
NURGLING*	4	2	2	1	1	3	4	3	4	6	7	7	30
DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness												500
TZEENTCHIAN DAEMONS													
LORD OF CHANGE	6	10	10	7	7	10	10	10	10	10	10	10	1400
PINK HORROR	4	5	5	4	3	1	6	2	10	10	10	10	140
FLAMER	9	3	5	5	4	2	4	1/2	10	10	10	10	140
DISC	12	3	0	3	3	2	3	0/1	10	0	10	10	50
DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness												500
INDEPENDANT DAEMONS													
GREATER DAEMON	6	8	8	8	8	8	8	8	9+3	9+3	9+3	9+3	750
LESSER DAEMON	5	5	5	4	5	1	7	2	9	9	9	9	35
DAEMONIC HOUND	6	5	0	5	4	1	6	1	4	4	4	4	30
DAEMONIC STEED	8	3	0	4	3	1	3	1	4	4	4	4	30
DAEMON PRINCE	Variable; see Possession in Realm of Chaos - Slaves to Darkness												800

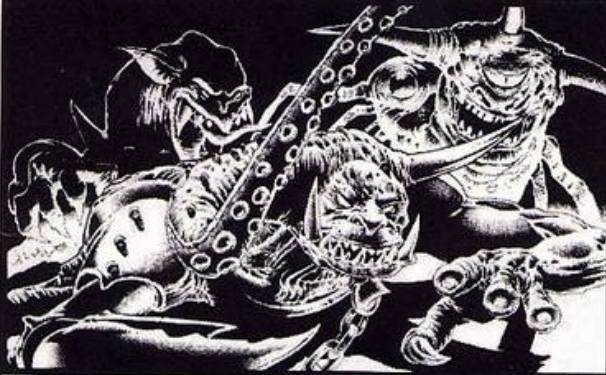
* Note that a Nurgling base consists of more than one model (usually 7), but is treated as a single entity for possession. Possession by a Nurgling Base is an infestation by numerous Daemons, rather than by a single Nurgling.



DAVE GALLAGHER

D6 CHAOS SPAWN at 25 points each**CHAOS SPAWN**

M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP
VARIABLE (SEE SLAVES TO DARKNESS)											



These are Mutants who have utterly degenerated. They are often moronic, and will attach themselves to individual members of the cult for guidance and reassurance on the battlefield. Chaos Spawn can either be used as independent models, or attached to any units within the cult force. A suitably shaped Spawn can be used as a riding beast by any member of the brood.

CHAOS ATTRIBUTES

SEE REALM OF CHAOS - SLAVES TO DARKNESS

BASIC EQUIPMENT

HAND WEAPON KNIFE

OPTIONS

ITEM	COST / BAND
HAFTED WEAPONS.....	5
HAND WEAPONS AND SHIELDS.....	5
TWO HANDED WEAPONS.....	5
FRENZON DISPENSORS.....	5
EXPLOSIVE COLLARS.....	5

If frenzon dispensers and/or explosive collars are used, the Magus is supplied with the necessary controllers at no points cost

Thal'syk inclined his head towards the door. The Initiates bowed to the Patriarch and scuttled away, leaving him alone with their Magus.

They stood facing each other in silence. Yaral laid a hand on the Patriarch's shoulder; he knew the sacrifice that his kinsman was about to make, and that it would change him irrevocably.

Yaral dropped his arm - it was time for Thal'syk to begin the ritual. The Genestealer stepped carefully over the fine brass powder and, turning to face the Magus, sat on his haunches in the centre of the circle.

Yaral took the scroll from the wall and shook the dust from its battered pages. Laying it carefully on the lectern, he began to read.

His low voice drifted across the still air. Thal'syk sat in the circle, calmly waiting for the possession to take him. Yaral scanned the text, his voice rising as he read the twisted symbols.

Thal'syk went into spasm as the Daemon entered, his body jerking as his soul was destroyed by the power that flooded into him. His whole body tensed, his mouth locked open in abject terror. He stood shaking for several minutes, and then fell to the floor, a battered heap, shattered by the stress inflicted on his body. Slowly, he raised his head towards Yaral, the look in his eyes subtly different. The cult had a new source of power - they would rise again.

Any number of HORSES at 5 points each

	M	WS	BS	S	T	W	I	A	Ld	Int	CI	WP	PV
HORSE	8	3	0	4	3	1	3	0	2	2	2	2	5
WARHORSE	8	3	0	4	3	1	3	1	2	2	2	2	5



Roll a D6 for each horse; on a score of 1 the beast is a Warhorse, and has a single stomp attack. Unlimited numbers of horses, or horse-like riding beasts, are available on medieval, feral or frontier worlds. Any coven members, or complete units of Brood Brothers can be mounted on horses.

VEHICLES

A wide variety of vehicles are available on frontier or developed worlds. Select a vehicle type from the following list, pay the points cost, and roll for the number of vehicles available. The points cost is fixed, regardless of the final number of available vehicles - although not all of the available vehicles need be taken. You may choose standard profile vehicles, random profile vehicles, or any combination of the two. Any Purestrain Human or third or fourth generation Hybrid can act as driver.

VEHICLE	POINTS FOR STANDARD PROFILE	POINTS FOR RANDOM PROFILE	NUMBER AVAILABLE
BIKE	35	25	D6
BIKE AND SIDECAR	50	30	D6
TRIKE	35	25	D6
JET BIKE	100	60	D6
CITY CAR	70	40	D6
ROAD-WHEELER	100	70	D6
TRACKED VEHICLE	100	80	D6

VEHICLE PROFILES

None of the vehicles listed below carry equipment or armament as standard fittings. The weapon points and equipment space for such gear is present on the vehicle, and may be used if equipment is available. Surplus equipment generated on the Special Equipment Charts can be mounted on vehicles.

STANDARD PROFILE VEHICLES

	LAND		AIR					Cp	T	D	Sv	Eq	W
	Max Speed	Acc/Dec	Max	Min	Acc/Dec	TRR							
BIKE	32	16	-	-	-	1/2	1	5	1	5-6	4	4	
BIKE+SIDECAR	24	12	-	-	-	1	2	5	2	5-6	6	8	
TRIKE	32	16	-	-	-	1/2	1	4	1	5-6	1	2	
JET BIKE	30	10	300	10	30	1/3	1	4	1	6	4	4	
CITY CAR	25	11	-	-	-	1	10	5	25	-	6	-	
ROAD-WHEELER	32	12	-	-	-	1	10	8	16	-	6	6	
TRACKED VEHICLE	24	4	-	-	-	1	6	8	16	-	6	10	

RANDOM PROFILE VEHICLES

	LAND			AIR									
	Max Speed	Acc/Dec		Max	Min	Acc/Dec	TRR	Cp	T	D	Sv	Eq	W
BIKE	2D6+20	2D6+4	-	-	-	1/2	1	D3+2	1	D6+4	D6-2	D6-2	
BIKE+SIDECAR	2D6+12	2D6+4	-	-	-	1	2	D3+2	2	D6+4	D6+1	D6+2	
TRIKE	2D6+20	2D6+4	-	-	-	1/2	1	D3+1	1	D6+4	D6-2	D6-2	
JET BIKE	2D6+10	2D6	300	10	30	1/3	1	D3+1	1	D6+4	D6-2	D6-2	
CITY CAR	2D6+20	2D6	-	-	-	1	10	D3+2	2D6+12	-	D6+1	2D6-6	
ROAD-WHEELER	2D6+20	2D4+4	-	-	-	1	2D6	D4+4	4D6+10	D3+4	2D4	2D6-6	
TRACKED VEHICLE	2D6+12	D4+2	-	-	-	1	2D6	D4+5	6D6+10	D3+3	D6	D12	



● CHOOSING A GENESTEALER CULT ARMY

I am going to choose an army of 1000 points. This is a good size for a *Warhammer 40,000* army; it will give me between 30 and 50 models, so that I can have quite a lot of variation in troop types without buying more models than I can cope with. It will not take me very long to paint up about 40 models, so I can do a good job. This will be both the core of an army which I can expand at leisure, and a good compact force for playing in games with two or three other players.

Decide on the Basic Composition

The force is going to represent a single Genestealer brood which has turned into a Chaos worshipping cult. I think I'd like to make it a Khornate cult, as this seems to suit the way I play. The core of the force will be the coven, comprising the Patriarch, the Magus and the Initiates. The other units in the force can be the Brood Brothers of the coven and associated Beastmen and Rogue Psykers.

Khorne is not noted for favouring psychic abilities, but these are vital for my force. Actually there should be no problem, as all Genestealers and Hybrids have two natural psychic powers passed down through the generations. Furthermore, they can draw power from the primitive Genestealer Power in the warp rather than Khorne, who would not release any of his raw power for psykers. Any Rogue Psykers I use will presumably draw on the Genestealer Power for their psychic abilities as well.

Select the Coven

The basic cost of the coven is 300 points. For this I get the Purestrain Genestealer Patriarch, the fourth generation Hybrid Magus, D6 Purestrain Initiates and D6 Hybrid Initiates: I roll 4 Purestrains and 4 Hybrids. I roll again for the Hybrids and get one first generation Hybrid, one second generation Hybrid and two third generation Hybrids. That makes three Initiates who can use weapons and two who can have psychic abilities. I now have to find out what the first and third generation Hybrids are like. The first generation Hybrid turns out to have three arms. One of the third generation Hybrids gets two arms and an ovipositor, and will appear deceptively Human until he gets into close combat. The other third generation Hybrid gets three arms but no ovipositor - another weird character.

Now I shall generate some Chaos rewards for the Patriarch and the Magus. I will limit Chaos influence to these two senior members of the coven. For the Patriarch I generate some useful rewards and attributes, including a Chaos Weapon. The Magus gets Chaos Armour and a pack of Fleshhounds. The Fleshhounds will look good on a leash next to the imposing figure of the Magus, as well as being useful if the Magus gets involved in combat.

I want to make this coven as powerful as possible, so I decide to spend points on psychic abilities for all the Hybrids who can have them - that's the Magus and the two third generation Hybrids. The Magus turns out to be a 4th level psyker, which is quite appropriate considering his position. The others turn out to be less powerful, but I still generate a good selection of basic abilities, so I won't spend any more points rolling for additional abilities. It is better to spend those points on weaponry.

Now I shall generate some weaponry for the Hybrids. I roll a lasgun for the Magus and decide to take the option of a force sword. I roll twice for heavy weapons and give one to each of the third generation Hybrids. These two characters will have to hang back and provide support with their heavy weapons and psychic powers.

The total cost for the coven comes to 770 points. It seems a lot, but it has bought me a very powerful coven of 11 models, of which three are psykers, and at least four are more than a match for anyone in close combat.

Select Additional Troops

Fortunately, the additional elements of the cult are going to be cheap in points compared to the coven.

The next obvious troop type are the Brood Brothers. Any Genestealer brood is going to have plenty of loyal Human relatives willing to fight, especially if they are also cult followers. I have decided to set my cult on a developed world, which gives me the advantage of quite well armed Brood Brothers.

I am also going to assume that the cult has infiltrated the Planetary Defence Force of the world, so I will be able to use Imperial Guard models to represent them. It may be that clan members have been recruited into this force, or that the world (like many in the Imperium) has some sort of hereditary military caste or tribal recruitment policy, making it possible for the Genestealers to infiltrate the military establishment.

Now, I have a choice of unit size depending on the alignment of the cult. Since they are Khorne worshippers I will have units of eight models.

For 150 points I can have three bands of eight Brood Brothers, bringing my total up to 920 points spent so far.

I can still fit more troops into the force, so I pick a band of eight Beastmen, armed with hand weapons and shields. This band costs 40 points, bringing my total up to 960.

I have a powerful coven of 11 models, and 32 relatively cheap troops in four units of eight. This will dictate my tactics. The Brood Brothers and Beastmen must form an expendable first wave, while the coven will provide supporting fire and psychic effects and be ready with a reserve of vicious hand-to-hand fighters to exploit any breakthrough.

I have 40 points left. I could go for another unit of Beastmen or Mutants, or even Chaos Spawn or some Mutant Bombs. I can't afford any more heavy weapons, and these would be surplus to requirements anyway. I think the force should feature a Rogue Psyker, since such types would be attracted to a cult. This also gives me the opportunity of painting a model in a suitably bizarre fashion. This brings the total of the force to exactly 1000 points.

I have spent my full points allocation, but the army can still be expanded! The cult needs transport, and the list allows me to have as many coven limousines as I need to transport the coven, and at no points cost. I can do a suitable conversion job on die-cast metal car models - the vintage types would do nicely. All they need are a few sinister embellishments: gargoyles, skulls, and Genestealer cult symbols painted on them. I think I will probably go for two of these impressive vehicles. The Patriarch can ride in one as a sort of mobile shrine and command post. And one of the heavy weapons rolled up for the Hybrids could also be mounted on it.

The Army

The full order of battle for my Genestealer Cult Army is given in detail below. It numbers 44 models, and an interesting array of weapons, troop types, mutations, rewards and psychic abilities. It should put up a good fight against most enemies.

● GENESTEALER CULT ARMY: 1000 points

COVEN: Khorne worshippers

Patriarch: Purestrain Genestealer

Gift of Khorne: *Regeneration*
Chaos Attributes: *Blood Substitution, Exudes Acid*
Armament: Chaos Weapon - *Mindeater*

Magus: fourth generation Hybrid

Chaos Attribute: *Evil Eye*
Chaos Reward: pack of 8 Fleshhounds
4th level psyker: 43 psi points
Psi abilities: Hammerhand, Steal Mind, Aura of Resistance, Jinx, Mental Bolt, Ectoplasmic Mist, Cause Confusion, Destroy Aura, Stasis, Cure Wounds
Armament: Chaos Armour, lasgun, force sword

Initiates

4 Purestrain Genestealers

First generation Hybrid

3 arms: 1 claw, 2 hands

Second generation Hybrid

Armament: flamer

Second generation Hybrid

Armament: knife, bolt gun, frag grenades

Third generation Hybrid

2 arms, implant attack
2nd level psyker: 26 psi points
Psi abilities: Teleport I, Steal Mind, Wind Blast, Smash, Mental Bolt
Armament: heavy bolter, conversion field

Third generation Hybrid

3 arms, 1 claw, Drone (no ovipositor)
1st level psyker: 6 psi points
Psi abilities: Telekinesis I, Steal Mind, Teleport I, Wind Blast
Armament: multi-melta, sword, haywire grenades

2 coven limousines

3 Bands of Brood Brothers

Each of 8 Khorne worshipping Humans
4 in each band with laspistol and sword
4 in each band with lasgun and sword

1 Band of Beastmen

8 Khorne worshippers
Armament: knife, hand weapon and shield
Various mutations

Rogue Psyker

Human
1st level psyker: 16 psi points
Psi abilities: Steal Mind, Hammerhand, Aura of Resistance
Armament: Lasgun and sword

POINTS COST

Basic cost of coven	300
Psi abilities for Magus	100
Psi abilities for Hybrids	200
Heavy weapons for Hybrids	100
Force sword for Magus	40
Other equipment for coven	30
Limousines	0
3 Khornate Brood Brother bands	150
Khornate Beastman band	40
Rogue Psyker	40

TOTAL: 1000 points

● DEVELOPING THE CULT

Once the Genestealer cult has been generated, you can use it to fight numerous battles. These battles are far more enjoyable if they are made part of a *Narrative Campaign*, where the outcome of each affects the continuing development of the cult. After each battle has been fought you should refer to the following tables to determine the effects on the cult's fortunes.

For instance, if the Genestealers were victorious, they and their brood can comb the battlefield for valuable equipment. There may also be some unconscious enemy troops that were infected to carry off, as they are now genehosts and members of the brood. They may also be some wounded Genestealers and Hybrids to be carried off the field - the bonds of Genestealer kinship are far too strong for their brood to leave them behind.

● CASUALTIES

At the end of the battle, although some troops will have been slain, a proportion of those apparently dead may later turn out to be unconscious, stunned or only seriously wounded. On the other hand, some of those troops who are still active but have taken a wound may be permanently maimed.



If you are fighting a series of battles as a *Narrative Campaign*, the following casualty recovery system will help you to develop the Cult Army according to its fortunes in battle. You may even like to convert models to represent wounded characters, altering the miniature to show such things as bionic limb replacements.

Casualty Recovery Charts

Roll on the *Slain Models* table for every model removed as a casualty during the game. This will determine whether the model was killed, or was just temporarily knocked-out due to its wounds. If a model is found to have been wounded, roll on the *Wounded Models* table.

For those models which were wounded during the battle, but were not killed, roll on the *Wounded Models* table.

Slain Models

After the battle, roll a D6 for every slain model.

D6	Result
1-2	Stunned: makes a complete recovery
3-4	Seriously Wounded: roll again on the <i>Wounded Models</i> table
5-6	Dead

Wounded Models

Roll for every model that was wounded, whether during the battle or as indicated on the *Slain Models* table. Note that each type of model has its own section.

Purestrain Genestealers

D6	Result
1-2	Slightly Wounded: makes a complete recovery
3	Arm Maimed: lose one attack
4	Leg Maimed: lose 1" from <i>Movement</i> characteristic
5	Head Maimed: lose <i>Hypnotic Gaze</i> and <i>Implant</i> attack
6	Septic Wound: dies

Hybrids

D6	Result
1-2	Slightly Wounded: makes a complete recovery
3-4	Arm Maimed: lose the use of 1 randomly determined arm
5	Head Maimed: lose <i>Hypnotic Gaze</i> and <i>Implant</i> attack
6	Septic Wound: dies

Normal Humans, Mutants, Beastmen and Chaos Spawn

D6	Result
1-2	Slightly Wounded: makes a complete recovery
3-4	Maimed: reduce both WS and BS by -1
5-6	Septic Wound: A Chaos Spawn gains 1 Chaos attribute; all other types of model perish

Maimed models may be restored to full health by fitting appropriate bionics. If the cult's homeworld is a frontier or developed planet, Brood Kin with technical abilities are able to customise normal bionics to suit the injured Genestealers or Hybrids before the next battle.

Hardal surveyed the Brood Kin that swarmed around his feet. They huddled in drifting, discrete groups, their voices full of murmured expectation. They all realised the implications of the task they were to undertake - an uprising against the leader of their community, the seizure of total power. It was Hardal's task as Magus to explain how.

The Patriarch ambled into the cavern, his gaze passing across the crowd, compelling them into silence. Satisfied that they were ready, he turned to the Magus and nodded, slowly and deliberately.

Hardal acknowledged the gesture with a similar movement. He turned to the clan. "The first step," he began...



JOHN BLANCHE

● PILLAGING

One of the obvious benefits of winning a battle is the chance to claim the spoils by pillaging the battlefield. Useful equipment left lying around can be taken and re-used, and in this way may allow an army to gain access to equipment that it might not otherwise obtain. An inspired commander knows that there is always one place where you can get arms, ammunition and supplies when they are scarce, and that's from the enemy.

For the purposes of determining which side may pillage the dead, the winning side is that which remains in possession of the battlefield after the fight has finished. If neither side remains in undisputed possession of the battlefield, no pillaging may take place.

After both sides have rolled for their casualties, any models on the losing side that are dead may be pillaged by the victors. Make a list of the equipment found on the slain enemy, and distribute it amongst the surviving members of the winning side. Note that Chaos Armour cannot be pillaged as it is bonded to the flesh of its owner. Nor can Daemon Weapons be taken, as the Daemon is released upon the death of its owner, leaving the sword as a powerless, normal weapon.

"My lord, I could do nothing. The things came like a great wave, breaking on the fallen. I watched as they surged over the dead, stripping them of what little equipment was left."

"No, they had no need of tools. Their claws were enough to tear open the backpacks, just as they tore apart the bodies of the dying. Why was I spared? I don't know."

"Thank you Radail, you may go." The Inquisitor gestured for the next witness as the Guardsman stepped down and left the chamber, idly scratching at the small puncture wound on his neck.

● CAPTURED GENEHOSTS

Any enemy force which has been in battle against a Genestealer brood may have lost some casualties to *implant* attacks. These victims are not dead, but are instead comatose for the rest of the battle. When rolling for casualties at the end of the battle, you should also roll for each *implant* attack victim on the *Genehost's Fate* table.

Genehost's Fate

D6 Result

- 1-2 The Genestealer brood drags the victim away, and he becomes a Brood Brother. A model to represent him can be added to any unit of Brood Brothers, or he can be imprisoned by the Genestealers to be released later into society. If the victim later founds a family, his firstborn child will be a first generation Hybrid.
- 3-6 The victim recovers consciousness and makes his way back to his own people. No-one, including the victim, is aware of the true nature of the attack received during the battle. If he later founds a family, his firstborn child will be a first generation Hybrid.

The only way to stop such infection is for a member of the victim's own side, who is aware of the true nature of the attack, to mercifully despatch the unconscious victim. He can do this automatically by coming into base contact with the unconscious victim at any time during the battle, thus preventing him from becoming a genehost and infecting the rest of the population.

ASPECT WARRIORS

HOWLING BANSHEES

Designed by Jes Goodwin



EXARCH AND POWER AXE
071572/3



BANSHEE 1
071560/1



BANSHEE 2
071560/9



BANSHEE 3
071560/15

DIRE AVENGERS



EXARCH AND POWER SWORD
071572/7



AVENGER 1
071560/5



AVENGER 2
071560/12



AVENGER 3
071560/18

STRIKING SCORPIONS



EXARCH AND BITING SWORD
071572/4



SCORPION 1
071560/2



SCORPION 2
071560/10



SCORPION 3
071560/16

FIRE DRAGONS



EXARCH AND FIREPIKE
071572/8



DRAGON 1
071560/6



DRAGON 2
071560/13



DRAGON 3
071560/19

ASPECT WARRIORS

SWOOPING HAWKS

Designed by Jes Goodwin



EXARCH AND LASBLASTER
071572/5
(AND EXARCH HAWK WINGS)



HAWK 1
071560/3
(AND HAWK WINGS)



HAWK 2
071560/11
(AND HAWK WINGS)



HAWK 3
071560/17
(AND HAWK WINGS)

TO COMPLETE YOUR SWOOPING HAWK AND SWOOPING HAWK EXARCH MODELS YOU WILL NEED EITHER OF THE SEPARATE HAWK WINGS OR EXARCH HAWK WINGS



HAWK WINGS
071560/4



EXARCH HAWK WINGS
071572/6



EXARCH - FIRE DRAGONS



EXARCH - SWOOPING HAWK

DARK REAPERS

TO COMPLETE EITHER OF THE DARK REAPER MODELS 1 AND 2, YOU WILL NEED THE SEPARATE MISSILE LAUNCHER



EXARCH AND WEB OF SKULLS
071572/9



REAPER 1
071560/7
(AND MISSILE LAUNCHER)



REAPER 2
071560/14
(AND MISSILE LAUNCHER)



MISSILE LAUNCHER
071560/8

MARINE COMMANDERS

IMPERIAL COMMANDERS



LEAMAN RUSS
COMPLETE WITH
CLOAK AND BANNER POLE
(SPACE WOLF COMMANDER)



WOLF 1
070121/5



WOLF 2
070121/4



BANNER POLE
070121/3



LEAMAN RUSS
070121/1



BACK PACK WOLF
SKIN CLOAK
070121/2



LORD MACRAGGE
COMPLETE WITH THRONE
GUARD, BOLTER AND CLOAK
(ULTRA MARINE COMMANDER)



BOLTER ON
STAND
070121/56



LORD MACRAGGE
070121/54



CLOAK AND HELMET
ON STAND
070121/52



THRONE
070121/55



SPACE MARINE
HONOUR GUARD
07012/53

CAPTAINS



SPACE WOLF CAPTAIN
070268/4



DARK ANGEL CAPTAIN
070268/5



ULTRA MARINE CAPTAIN
070268/6



SPACE MARINE CAPTAIN
WITH TERMINATOR HONOURS
070268/1



BLOOD ANGEL CAPTAIN
070268/3



VETERAN CAPTAIN
070268/2



BACK PACK CLOAK
070268/7

ALL THESE SPACE MARINE CAPTAINS
ARE SHOWN WITH THE COMBINATION
BACK PACK CLOAK

SPACE MARINE ARMOUR VARIANTS



THUNDER ARMOUR
(SPACE MARINE MARK 1)
070270/9



CRUSADE ARMOUR
(SPACE MARINE MARK 2)
070270/8



IRON ARMOUR
(SPACE MARINE MARK 3)
070270/10



IMPERIAL MAXIMUS ARMOUR
(SPACE MARINE MARK 4)
070270/11



HERESY ARMOUR
(SPACE MARINE MARK 5)
070270/7



ERRANT ARMOUR
(SPACE MARINE MARK 8)
070380/1
THIS MARINE COMES WITH PLASTIC
SHOULDER PADS AND BOLTER



ARTIFICER ARMOUR 1
070270/4



ARTIFICER ARMOUR 2
070270/5



ARTIFICER ARMOUR 3
070270/1



CORVUS ARMOUR 1
(SPACE MARINE MARK 6)
070270/6



ARTIFICER ARMOUR 4
070270/2



CORVUS ARMOUR 2
(SPACE MARINE MARK 6)
070270/3



GENESTEALERS

THESE MINIATURES ARE SUPPLIED WITH PLASTIC ARMS



PURESTRAIN 1
072596/10



PURESTRAIN 2
072596/11



PURESTRAIN 3
072596/12



HYBRID 1
072557/6



HYBRID 2
072557/10



HYBRID 3
072557/12



HYBRID 4
072557/13



HYBRID 5
072557/14



HYBRID 6
072557/15



HYBRID 7
072557/16



HYBRID 8
072557/17



HYBRID 9
072557/18



HYBRID 10
072557/19



HYBRID 11
072557/20



HYBRID 12
072557/21



HYBRID 13
072557/22



HYBRID 14
072557/23



HYBRID 15
072557/28



HYBRID 16
072557/27



HYBRID 17
072557/25



HYBRID 18
072557/24



HYBRID 19
072557/29



HYBRID 20
072557/26



ALL THE HYBRIDS FROM 3 TO 20 ARE SUPPLIED WITH PLASTIC ARMS AND WEAPONS
THE MINIATURES ABOVE ARE EXAMPLES OF COMBINATIONS YOU CAN CREATE

This book is a collection of the best Warhammer 40,000 articles from White Dwarf magazine.

Imperial

- New rules for Imperial Space Marines.
- Full details of Marks 1–7 Space Marine power armour.
- Rules and army list entries for Traitor Terminators, Grey Knights, Cyclone Missile Launchers, Thunder Hammers, Storm Shields, Lightning Claws and Commissars.
- The history of the Space Wolves' Primarch Leman Russ.

Eldar

- In-depth information on Eldar History, Society and The Eldar Path.
 - A complete Warhammer 40,000 Eldar Army List.
 - Painting details for the six major Aspect Warriors.

Genestealers

- Details of the Genestealers' background and physiology.
 - Rules for Genestealers and Hybrids.
- Two complete Warhammer 40,000 army lists – Genestealer Invasion Force and Genestealer Cult Army.



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